JUNO-Di

MOBILE SYNTHESIZER WITH SONG PLAYER

Owner's Manual

Roland®

Conventions Used in This Manual

Operating buttons are enclosed by square brackets [ ]; e.g., [ENTER] button.

Reference pages are indicated by (p. **).

The following symbols are used.

NOTE   This indicates an important note; be sure to read it.

(MEMO)   This indicates a memo regarding the setting or function; read it as desired.

TIP   This indicates a useful hint for operation; read it as necessary.

cf.   This indicates information for your reference; read it as necessary.

TERM   This indicates an explanation of a term; read it as necessary.

*   The explanations in this manual include illustrations that depict what should typically be shown by the display.
Note, however, that your unit may incorporate a newer, enhanced version of the system (e.g., includes newer
sounds), so what you actually see in the display may not always match what appears in the manual.

USING THE UNIT SAFELY

INSTRUCTIONS FOR THE PREVENTION OF FIRE, ELECTRIC SHOCK, OR INJURY TO PERSONS

About ⚠ WARNING and ⚠CAUTION Notices

⚠WARNING	Used for instructions intended to alert the user to the risk of death or severe injury should the unit be used improperly.
⚠ CAUTION	Used for instructions intended to alert the user to the risk of injury or material damage should the unit be used improperly. * Material damage refers to damage or other adverse effects caused with respect to the home and all its furnishings, as well to domestic animals or pets.

About the Symbols

⚠	The △symbol alerts the user to important instructions or warnings. The specific meaning of the symbol is determined by the design contained within the triangle. In the case of the symbol at left, it is used for general cautions, warnings, or alerts to danger.
⊘	The ◯symbol alerts the user to items that must never be carried out (are forbidden). The specific thing that must not be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the unit must never be disassembled.
⚡	The ●symbol alerts the user to things that must be carried out. The specific thing that must be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the power-cord plug must be unplugged from the outlet.

---------------------------------- **ALWAYS OBSERVE THE FOLLOWING** ----------------------------------

⚠WARNING

- Do not open (or modify in any way) the unit or its AC adaptor.

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- Do not attempt to repair the unit, or replace parts within it (except when this manual provides specific instructions directing you to do so). Refer all servicing to your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page.

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- Never install the unit in any of the following locations.
  - Subject to temperature extremes (e.g., direct sunlight in an enclosed vehicle, near a heating duct, on top of heat-generating equipment); or are
  - Damp (e.g., baths, washrooms, on wet floors); or are
  - Exposed to steam or smoke; or are
  - Subject to salt exposure; or are
  - Humid; or are
  - Exposed to rain; or are
  - Dusty or sandy; or are
  - Subject to high levels of vibration and shakiness.

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- This unit should be used only with a rack or stand that is recommended by Roland.

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- When using the unit with a rack or stand recommended by Roland, the rack or stand must be carefully placed so it is level and sure to remain stable. If not using a rack or stand, you still need to make sure that any location you choose for placing the unit provides a level surface that will properly support the unit, and keep it from wobbling.

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⚠WARNING

- Be sure to use only the AC adaptor supplied with the unit. Also, make sure the line voltage at the installation matches the input voltage specified on the AC adaptor's body. Other AC adaptors may use a different polarity, or be designed for a different voltage, so their use could result in damage, malfunction, or electric shock.

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- Use only the attached power-supply cord. Also, the supplied power cord must not be used with any other device.

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- Do not excessively twist or bend the power cord, nor place heavy objects on it. Doing so can damage the cord, producing severed elements and short circuits. Damaged cords are fire and shock hazards!

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- This unit, either alone or in combination with an amplifier and headphones or speakers, may be capable of producing sound levels that could cause permanent hearing loss. Do not operate for a long period of time at a high volume level, or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should immediately stop using the unit, and consult an audiologist.

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- Do not allow any objects (e.g., flammable material, coins, pins); or liquids of any kind (water, soft drinks, etc.) to penetrate the unit.

  ....

⚠WARNING

- Immediately turn the power off, remove the AC adaptor from the outlet, and request servicing by your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page when:
  - The AC adaptor, the power-supply cord, or the plug has been damaged; or
  - If smoke or unusual odor occurs
  - Objects have fallen into, or liquid has been spilled onto the unit; or
  - The unit has been exposed to rain (or otherwise has become wet); or
  - The unit does not appear to operate normally or exhibits a marked change in performance.

- In households with small children, an adult should provide supervision until the child is capable of following all the rules essential for the safe operation of the unit.

- Protect the unit from strong impact.
  (Do not drop it!)

- Do not force the unit's power-supply cord to share an outlet with an unreasonable number of other devices. Be especially careful when using extension cords—the total power used by all devices you have connected to the extension cord's outlet must never exceed the power rating (watts/amperes) for the extension cord. Excessive loads can cause the insulation on the cord to heat up and eventually melt through.

- Before using the unit in a foreign country, consult with your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page.

- Batteries must never be recharged, heated, taken apart, or thrown into fire or water.

- DO NOT play a CD-ROM disc on a conventional audio CD player. The resulting sound may be of a level that could cause permanent hearing loss. Damage to speakers or other system components may result.

- Never expose nickel-metal hydride (NiMH) batteries to excessive heat such as sunshine, fire or the like.

⚠CAUTION

- The unit and the AC adaptor should be located so their location or position does not interfere with their proper ventilation.

- This (JUNO-Di) for use only with Roland stand KS-8/ 12. Use with other stands is capable of resulting in instability causing possible injury.

- Please be sure to read and adhere to the cautionary notices contained in the instructions that came with this product.
  Please note that, depending on the manner in which keyboard performances are carried out, you may encounter situations where the keyboard falls off the stand or the stand topples over, even though you have followed all of the instructions and advice contained within the product's manual. For this reason, you should always perform a safety check each time you use the stand.

- Always grasp only the plug on the AC adaptor cord when plugging into, or unplugging from, an outlet or this unit.

- At regular intervals, you should unplug the AC adaptor and clean it by using a dry cloth to wipe all dust and other accumulations away from its prongs. Also, disconnect the power plug from the power outlet whenever the unit is to remain unused for an extended period of time. Any accumulation of dust between the power plug and the power outlet can result in poor insulation and lead to fire.

- Try to prevent cords and cables from becoming entangled. Also, all cords and cables should be placed so they are out of the reach of children.

- Never climb on top of, nor place heavy objects on the unit.

- Never handle the AC adaptor or its plugs with wet hands when plugging into, or unplugging from, an outlet or this unit.

- Before moving the unit, disconnect the AC adaptor and all cords coming from external devices.

4

⚠ CAUTION

- Before cleaning the unit, turn off the power and unplug the AC adaptor from the outlet (p. 17).

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- Whenever you suspect the possibility of lightning in your area, disconnect the AC adaptor from the outlet.

....

- If used improperly, batteries may explode or leak and cause damage or injury. In the interest of safety, please read and observe the following precautions (p. 17).

    - Carefully follow the installation instructions for batteries, and make sure you observe the correct polarity.

    - Avoid using new batteries together with used ones. In addition, avoid mixing different types of batteries.

    - Remove the batteries whenever the unit is to remain unused for an extended period of time.

    - Whenever the unit is to remain unused for an extended period of time, save any important data on a USB memory, and then remove the batteries.

    - If a battery has leaked, use a soft piece of cloth or paper towel to wipe all remnants of the discharge from the battery compartment. Then install new batteries. To avoid inflammation of the skin, make sure that none of the battery discharge gets onto your hands or skin. Exercise the utmost caution so that none of the discharge gets near your eyes. Immediately rinse the affected area with running water if any of the discharge has entered the eyes.

    - Never keep batteries together with metallic objects such as ballpoint pens, necklaces, hairpins, etc.

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- Used batteries must be disposed of in compliance with whatever regulations for their safe disposal that may be observed in the region in which you live.

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- Keep any screws you may remove and the included hexagon wrench in a safe place out of children's reach, so there is no chance of them being swallowed accidentally.

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IMPORTANT NOTES

Power Supply: Use of Batteries

• Do not connect this unit to same electrical outlet that is being used by an electrical appliance that is controlled by an inverter (such as a refrigerator, washing machine, microwave oven, or air conditioner), or that contains a motor. Depending on the way in which the electrical appliance is used, power supply noise may cause this unit to malfunction or may produce audible noise. If it is not practical to use a separate electrical outlet, connect a power supply noise filter between this unit and the electrical outlet.

• The AC adaptor will begin to generate heat after long hours of consecutive use. This is normal, and is not a cause for concern.

• The use of an AC adaptor is recommended as the unit's power consumption is relatively high. Should you prefer to use batteries, please use the nickel-metal hydride type.

• When installing or replacing batteries, always turn off the power on this unit and disconnect any other devices you may have connected. This way, you can prevent malfunction and/or damage to speakers or other devices.

• Before connecting this unit to other devices, turn off the power to all units. This will help prevent malfunctions and/or damage to speakers or other devices.

• If you're using batteries, disconnect the AC adaptor from this unit.

• If batteries are installed, disconnecting or reconnecting the power cord at the AC outlet or disconnecting the DC plug from the unit's rear panel while the power is on will cause the power to turn off. You must turn off the power before you connect or disconnect the power cord or AC adaptor.

Placement

• Using the unit near power amplifiers (or other equipment containing large power transformers) may induce hum. To alleviate the problem, change the orientation of this unit; or move it farther away from the source of interference.

• This device may interfere with radio and television reception. Do not use this device in the vicinity of such receivers.

• Noise may be produced if wireless communications devices, such as cell phones, are operated in the vicinity of this unit. Such noise could occur when receiving or initiating a call, or while conversing. Should you experience such problems, you should relocate such wireless devices so they are at a greater distance from this unit, or switch them off.

• Do not expose the unit to direct sunlight, place it near devices that radiate heat, leave it inside an enclosed vehicle, or otherwise subject it to temperature extremes. Excessive heat can deform or discolor the unit.

• When moved from one location to another where the temperature and/or humidity is very different, water droplets (condensation) may form inside the unit. Damage or malfunction may result if you attempt to use the unit in this condition. Therefore, before using the unit, you must allow it to stand for several hours, until the condensation has completely evaporated.

• Do not allow objects to remain on top of the keyboard. This can be the cause of malfunction, such as keys ceasing to produce sound.

• Depending on the material and temperature of the surface on which you place the unit, its rubber feet may discolor or mar the surface. You can place a piece of felt or cloth under the rubber feet to prevent this from happening. If you do so, please make sure that the unit will not slip or move accidentally.

Maintenance

• For everyday cleaning wipe the unit with a soft, dry cloth or one that has been slightly dampened with water. To remove stubborn dirt, use a cloth impregnated with a mild, non-abrasive detergent. Afterwards, be sure to wipe the unit thoroughly with a soft, dry cloth.

• Never use benzine, thinners, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation.

Repairs and Data

• Please be aware that all data contained in the unit's memory may be lost when the unit is sent for repairs. Important data should always be backed up on a USB memory, or written down on paper (when possible). During repairs, due care is taken to avoid the loss of data. However, in certain cases (such as when circuitry related to memory itself is out of order), we regret that it may not be possible to restore the data, and Roland assumes no liability concerning such loss of data.

Additional Precautions

• Please be aware that the contents of memory can be irretrievably lost as a result of a malfunction, or the improper operation of the unit. To protect yourself against the risk of loosing important data, we recommend that you periodically save a backup copy of important data you have stored in the unit's memory on a USB memory.

• Unfortunately, it may be impossible to restore the contents of data that was stored in the unit's memory or on a USB memory once it has been lost. Roland Corporation assumes no liability concerning such loss of data.

• Use a reasonable amount of care when using the unit's buttons, sliders, or other controls; and when using its jacks and connectors. Rough handling can lead to malfunctions.

• Never strike or apply strong pressure to the display.

• When connecting / disconnecting all cables, grasp the connector itself—never pull on the cable. This way you will avoid causing shorts, or damage to the cable's internal elements.

• To avoid disturbing your neighbors, try to keep the unit's volume at reasonable levels. You may prefer to use headphones, so you do not need to be concerned about those around you (especially when it is late at night).

• When you need to transport the unit, package it in the box (including padding) that it came in, if possible. Otherwise, you will need to use equivalent packaging materials.

• Use only the specified expression pedal (EV-5; sold separately). By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.

• Some connection cables contain resistors. Do not use cables that incorporate resistors for connecting to this unit. The use of such cables can cause the sound level to be extremely low, or impossible to hear. For information on cable specifications, contact the manufacturer of the cable.

• The usable range of D Beam controller will become extremely small when used under strong direct sunlight. Please be aware of this when using the D Beam controller outside.

• The sensitivity of the D Beam controller will change depending on the amount of light in the vicinity of the unit. If it does not function as you expect, adjust the sensitivity as appropriate for the brightness of your location.

Using USB Memories

- Carefully insert the USB memory all the way in—until it is firmly in place.

- Never touch the terminals of the USB memory. Also, avoid getting the terminals dirty.

- USB memories are constructed using precision components; handle the USB memories carefully, paying particular note to the following.
  - To prevent damage to the USB memories from static electricity, be sure to discharge any static electricity from your own body before handling the USB memories.
  - Do not touch or allow metal to come into contact with the contact portion of the USB memories.
  - Do not bend, drop, or subject USB memories to strong shock or vibration.
  - Do not keep USB memories in direct sunlight, in closed vehicles, or other such locations (storage temperature: -25 to 85C).
  - Do not allow USB memories to become wet.
  - Do not disassemble or modify the USB memories.

Handling CD-ROMs

- Avoid touching or scratching the shiny underside (encoded surface) of the disc. Damaged or dirty CD-ROM discs may not be read properly. Keep your discs clean using a commercially available CD cleaner.

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* Windows® is known officially as: "Microsoft® Windows® operating system."

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* MPEG Layer-3 audio compression technology is licensed from Fraunhofer IIS Corporation and THOMSON Multimedia Corporation.

* MatrixQuest™ 2009 TEPCO UQUEST, LTD. All rights reserved.
The JUNO-Di's USB functionality uses MatrixQuest middleware technology from TEPCO UQUEST, LTD.

* MMP (Moore Microprocessor Portfolio) refers to a patent portfolio concerned with microprocessor architecture, which was developed by Technology Properties Limited (TPL). Roland has licensed this technology from the TPL Group.

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Main Features

Professional Synthesizer, Portable Package

Professional synthesizer with over 1,000 instruments

- More than one thousand sounds, with an emphasis on the piano, organ, strings, brass, and synth sounds that are crucial to live performance.

Easy-to-use, intuitive user interface

- You can use the sound buttons to directly select a variety of sounds.
- It's easy to make "split" settings, which, for example, let you play piano with your right hand and bass with your left; or "dual" settings, which allow you to layer sounds such as piano and strings.
- The large-character display ensures excellent visibility, and is ideal for live performances.

Battery operation for mobile use (Support Ni-MH AA SIZE Rechargeable Battery)

- A light-weight compact body, plus the ability to run on batteries.
- You can use the JUNO-Di with a battery-powered amp for live, street performances.

MP3, WAV, AIFF and SMF playback capability via optional USB-Memory—perfect for backing tracks when performing live

- You can play back MP3, WAV, AIFF, or SMF files saved in USB memory—a great feature for playing backing tracks during live performances.
- Use the included "Playlist Editor" (Win/Mac) application software to easily place songs in the desired order for your live performances.

Microphone input with dedicated Reverb and Vocoder for sing-along

- The microphone jack is ideal for the keyboard player who also sings. With the dedicated reverb, it's easy to get the exact sound you want.
- A vocoder effect is also built in, giving you exciting possibilities for live performance.

PC/Mac Editor software included

- By using the included "JUNO-Di Editor" application software you can perform the same detailed sound editing as on professional synthesizers.

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Introduction

POWER   DC IN   USB   ↔   PHONES L/MONO   R   EXT   MIC   HOLD   IN   OUT   LCD CONTRAST
                                COMPUTER   └──OUTPUT──┘   INPUT INPUT PEDAL   └──MIDI──┘

| D BEAM | VOLUME | MODE/MIC | KEYBOARD | | | SONG PLAYER | SOUND MODI |

USB MEMORY

Panel Descriptions

Front Panel

1 USB MEMORY Connector

You can connect USB memory (sold separately) to this connector.

*   Carefully insert the USB memory all the way in-until it is firmly in place.

*   Connect the USB memory after you turn on the JUNO-Di's power. Never disconnect the USB memory while the JUNO-Di is powered up.

2 D BEAM Controller

You can apply various effects to the sound by moving your hand above the D Beam controller.
Use the three buttons below it to turn the D Beam controller on/off.
A setting screen will appear when you press this button to turn it on.

[SOLO SYNTH] Button

This button lets you use the D Beam controller to play the JUNO-Di like a monophonic synthesizer (p. 63).

[EXPRESSION] Button

This button lets you use the D Beam controller to create expressive changes in the volume (p. 63).

[ASSIGNABLE] Button

This button lets you assign various functions to the D Beam controller (p. 63).

*   By holding down the [SHIFT] button and pressing one of these buttons, you can access the corresponding edit screen without turning the button on/off.

3 [VOLUME] Knob

Adjusts the overall volume that is output from the rear panel OUTPUT jacks and PHONES jack (p. 20).

4 MODE/MIC

[MENU] Button

This button displays a menu from which you can choose system settings or utility functions. This button is also used when you want to edit sounds or other settings in detail.

[MIDI CONTROLLER] Button

Selects MIDI Controller mode, allowing you to control an external MIDI sound generator (p. 81).

[PREVIEW] Button

Hold down this button to audition the currently selected sound (p. 25).

MIC IN [VOLUME] Knob

Adjusts the volume of the input from MIC INPUT jack (p. 43).

MIC IN [REVERB] Button

This button applies reverb to the sound that's being input via the MIC INPUT jack (p. 43).

5 KEYBOARD

[SPLIT] Button

This button turns on "Split," which lets you play two different tones with the left and right hands (p. 33).

[DUAL] Button

This button turns on "Dual," allowing you to play two layered tones (p. 31).

[SUPER LAYER] Button

This button turns on "Super Layer," which makes a single tone richer or more spacious (p. 41).

[ARPEGGIO] Button

Turns the arpeggio on/off.
A setting screen will appear when you press this button to turn it on (p. 37, p. 67).

[CHORD MEMORY] Button

Turns the chord memory function on/off.
A setting screen will appear when you press this button to turn it on (p. 37, p. 69).

[V-LINK] Button

Turns the V-LINK on/off.
A setting screen will appear when you press this button to turn it on (p. 70).

[TRANSPOSE] Button

By holding down the [TRANSPOSE] button and using the [-] [+] buttons, you can raise or lower the key range in semitone steps (p. 44).

OCTAVE [DOWN] [UP] Buttons

These buttons raise or lower the key range in steps of an octave (p. 34).

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BATTERY Indicator

When you're operating the JUNO-Di on batteries, this indicates the amount remaining in the batteries (p. 18).

Normally, the indicator will be extinguished.

This indicator will light when the batteries run low.

If you continue using the JUNO-Di, the indicator will blink; please recharge the batteries.

* If you continue use even though the indicator is blinking, the display will indicate "Battery Low!" and further operation will be impossible.

[NUMERIC] Button

When this button is on, you can use the [RHYTHM (0)]–[PERFORM (9)] buttons to enter numeric values (p. 57).

FAVORITE [ON/OFF] Button

Turns the Favorite function on/off (p. 46).

FAVORITE [BANK] Button

When this button is on, you can use the [RHYTHM (0)]–[PERFORM (9)] buttons to select Favorite banks (p. 46).

Display

This shows information about the operation you're performing.

Dial

Use this to modify values. The value will change faster if you turn the dial while holding down the [SHIFT] button (p. 57).

[RHYTHM]–[PERFORM] / [0]–[9] Buttons (Tone Buttons)

Use these buttons to select tones (p. 25). You can also use the dial to select other tones in the same category.

When the [NUMERIC] button is on, you can use these buttons to enter a numeric value.

[WRITE] Button

Saves the modified settings in internal memory (p. 52, p. 62).

[▲] [▼] [◄] [►] Buttons (Cursor Buttons)

These buttons move the cursor position up/down/left/right (p. 57).

[SHIFT] Button

This button is used in conjunction with other buttons to access the setting screens for various functions.

[EXIT] Button

This button returns you to the previous screen or to the main screen.

In some screens, this button is used to cancel the current operation.

[ENTER] Button

Use this button to finalize a setting or to execute an operation.

7　SONG PLAYER

[RHYTHM PATTERN] Button

Turns the rhythm pattern on/off (p. 35, p. 74).

[C. CANCEL/MINUS ONE] Button

Turns the Center Cancel or Minus-One function on/off (p. 73).

[SONG LIST] Button

Displays the song list if USB memory is connected (p. 72).

[◄◄/I◄] [►I/►►] Buttons

Use these buttons to select songs or to change the playback location within a song (p. 72).

When [RHYTHM PATTERN] is on, these buttons switch rhythm patterns (p. 74).

[LEVEL] Button

Use this button to adjust the volume of the rhythm pattern or song (p. 72, p. 74).

[PLAY/STOP] / [DEMO] Button

This button starts/stops the rhythm pattern or song (p. 72, p. 74).

If USB memory is not connected and the [RHYTHM PATTERN] button is off (unlit), pressing this button will start/stop the demo playback (p. 21).

[TAP TEMPO] Button

Used to specify the tempo (p. 58).

8　SOUND MODIFY

ENVELOPE [ATTACK] [RELEASE] Knobs

Use these knobs to modify the sound in real time (p. 65).

[CUTOFF] [RESONANCE] Knobs

Use these knobs to modify the sound in real time (p. 66).

[REVERB] Knob

Adjusts the amount of reverb applied to the overall sound (p. 66).

9　Pitch Bend/Modulation Lever

This allows you to control pitch bend or apply vibrato (p. 29).

Rear Panel
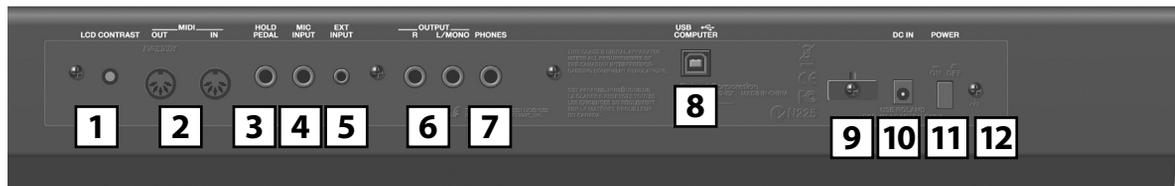
1 [LCD CONTRAST] Knob

This knob adjusts the contrast of the display (p. 20).

2 MIDI Connectors (OUT, IN)

These connectors can be connected to other MIDI devices to receive and transmit MIDI messages (p. 80).

3 HOLD PEDAL Jack

You can connect a pedal switch (such as one from the DP series; sold separately) here, and use it as a hold pedal (p. 19).

Since this jack can be enabled to support half-pedaling, you can connect a damper pedal (DP-10; sold separately) here and use it to control subtle nuances of pedaling when you're playing piano sounds.

4 MIC INPUT Jack

You can connect a microphone (-50 dBu) here (p. 19).

This jack supports dynamic microphones. It is an unbalanced 1/4" phone jack.

5 EXT INPUT Jack

You can connect your portable audio player or similar device here (p. 19).

*   When connection cables with resistors are used, the volume level of equipment connected to the inputs (EXT INPUT) may be low. If this happens, use connection cables that do not contain resistors.

6 OUTPUT Jacks (R, L /MONO)

These output the audio signal in stereo to your amp or mixer. If you're outputting in mono, connect only the L/MONO jack (p. 18).

7 PHONES Jack

You can connect a set of headphones (sold separately) here (p. 18).

8 USB COMPUTER Connector

Use this connector to connect the JUNO-Di to your computer via a USB cable (p. 84).

9 Cord Hook

Use this to secure the cord from the AC adaptor (p. 17).

10 DC IN Jack

Connect the AC adaptor here (p. 17).
You must use only the included AC adaptor.

11 [POWER] Switch

This turns the power on/off (p. 20).

12 Ground Terminal

Depending on the circumstances of a particular setup, you may experience a discomforting sensation, or perceive that the surface feels granular when you touch this device, microphones connected to it, or the metal portions of other objects, such as guitars. This is due to an infinitesimal electrical charge, which is absolutely harmless. However, if you are concerned about this, connect the ground terminal with an external ground. When the unit is grounded, a slight hum may occur, depending on the particulars of your installation. If you are unsure of the connection method, contact the nearest Roland Service Center.

Unsuitable places for connection
*   Water pipes (may result in shock or electrocution)
*   Gas pipes (may result in fire or explosion)
*   Telephone-line ground or lightning rod (may be dangerous in the event of lightning)

Getting Ready

Connecting the AC Adaptor

1. **Make sure that the [POWER] switch is off.**

Upper position

Off

2. **Connect the included power cord to the included AC adaptor.**

3. **Connect the AC adaptor to the JUNO-Di's DC IN jack, and plug the power cord into an AC outlet.**

DC IN

DC Plug

AC Outlet

Indicator

AC Cord

AC Adaptor
(included)
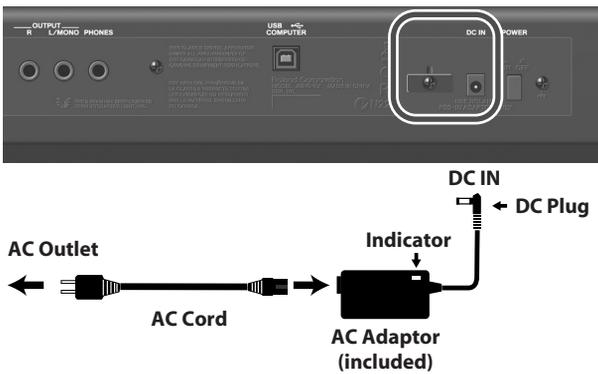
NOTE

- Place the AC adaptor so the side with the indicator (see illustration) faces upwards and the side with textual information faces downwards.

- The indicator will light when you plug the AC adaptor into an AC outlet.

- To prevent the inadvertent disruption of power to your unit (should the plug be pulled out accidentally), and to avoid applying undue stress to the DC IN jack, anchor the power cord using the cord hook, as shown in the illustration.

DC IN Jack

Cord Hook

The cord of
the supplied AC Adaptor
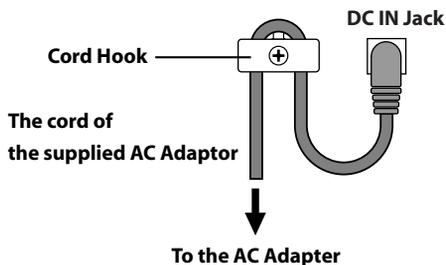
To the AC Adapter

Installing Batteries (Sold Separately)

If eight commercially available AA nickel-metal hydride batteries are installed, you'll be able to play the JUNO-Di without connecting the AC adaptor.

Types of batteries that can be used

- Using nickel-metal hydride batteries will allow approximately five hours of continuous operation at room temperature. (However, the duration will be approximately four hours if USB memory is connected. The duration of continuous operation may differ depending on the conditions of use.)

NOTE Do not use alkaline batteries or zinc-carbon batteries.

Battery handling

- If you connect the AC adaptor and turn on the power when batteries are installed, the AC adaptor will be used preferentially.

- If you're using batteries, disconnect the AC adaptor from this unit.

- If batteries are installed, disconnecting or reconnecting the power cord at the AC outlet or disconnecting the DC plug from the JUNO-Di's rear panel while the power is on will cause the power to turn off. You must turn off the power before you connect or disconnect the power cord or AC adaptor.

- The BATTERY indicator is only an approximation.

- Avoid using new batteries together with used ones. In addition, avoid mixing different types of batteries.

- Whenever the unit is to remain unused for an extended period of time, save any important data on a USB memory, and then remove the batteries.

- Improper handling of a battery, rechargeable battery, or charger can cause leakage, overheating, fire, or bursting. Before use, you must read all of the safety instructions for your battery, rechargeable battery, and charger, and use these items safely in accordance with the safety instructions.

- You must use the combination of rechargeable battery and charger specified by the battery manufacturer.

1. **While pressing the tabs of the battery compartment cover on the JUNO-Di's bottom panel, remove the cover.**

NOTE

- When opening the battery compartment cover, make sure that no foreign objects (flammable items, coins, pins, etc.) or liquids (water, juice, etc.) enter the compartment.

- When turning the unit upside-down, get a bunch of newspapers or magazines, and place them under the four corners or at both ends to prevent damage to the buttons and controls. Also, you should try to orient the unit so no buttons or controls get damaged.

- When turning the unit upside-down, handle with care to avoid dropping it, or allowing it to fall or tip over.

2. Insert the batteries into the battery compartment, taking care to observe the correct polarity (+/- orientation).
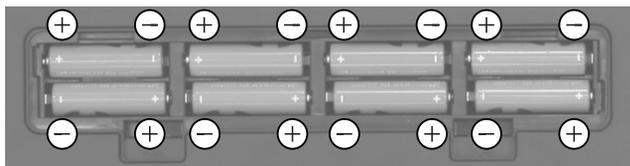
NOTE
Carefully follow the installation instructions for batteries, and make sure you observe the correct polarity.

3. Securely close the battery compartment cover.

Removing Batteries

To remove the batteries, power off the JUNO-Di, open the battery compartment cover, and remove the batteries.

When to Replace the Batteries (BATTERY Indicator)

When the batteries run down, the BATTERY indicator located at the left of the display will light or blink.

- The BATTERY indicator will light when the batteries run low.
- If you continue using the JUNO-Di, the indicator will blink; please recharge the batteries.

NOTE
- If you continue use even though the indicator is blinking, the display will indicate "Battery Low!" and further operation will be impossible.
- The BATTERY indicator is only an approximation.

MEMO
To reduce battery consumption, you can turn off the display's backlight when it is not required. Refer to "Turning the Display Backlight On/Off" (p. 21).
You can also set the system setting "POWER SAVE MODE" to save power. For details, refer to "Making Settings that are Common to the Entire JUNO-Di (SYSTEM)" (p. 75).

Connecting the External Equipment

Connecting Speakers or Headphones

Since JUNO-Di contains no amplifier or speakers, you'll need to connect it to audio equipment such as a keyboard amplifier, monitor speaker system or home stereo, or use headphones to hear its sound.

In order to fully experience the JUNO-Di's sound, we recommend using a stereo amp/speaker system. If you're using a mono system, however, make your connections to the JUNO-Di's OUTPUT L/MONO jack.

MEMO
Audio cables are not included with the JUNO-Di. You'll need to provide them.

NOTE
To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections.

Stereo headphones

Mixer etc.

Monitor speakers (powered)

Power amp
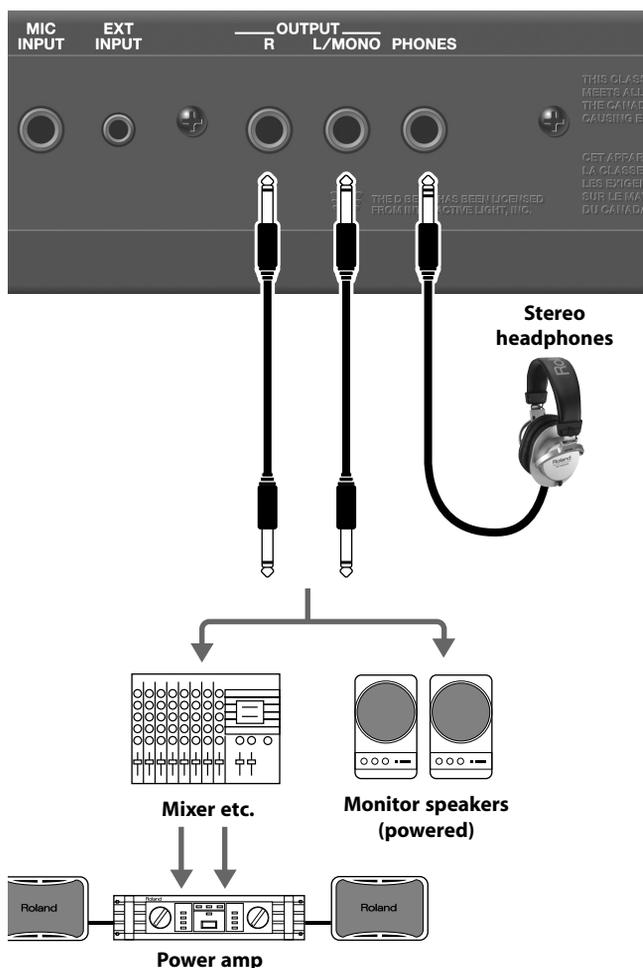
Connecting Pedal

Connect a pedal switch (DP series; sold separately) to the rear panel HOLD PEDAL jack.

While you hold down the pedal, the notes will be sustained (held) even if you take your fingers off the keyboard.
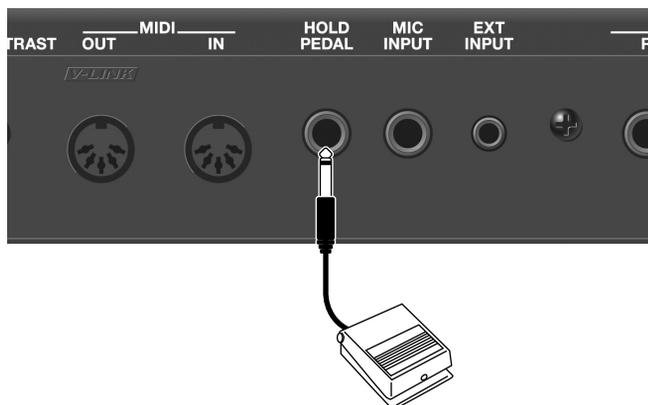
MEMO
You can also use the pedal switch to control functions other than Hold. For details, refer to "Making Settings that are Common to the Entire JUNO-Di (SYSTEM)" in the section "HOLD PEDAL" (p. 75).

MEMO
As an alternative to a pedal switch (DP series), you can also connect a damper pedal (DP-10) or expression pedal (EV-5).

NOTE
Use only the specified expression pedal (EV-5; sold separately). By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.

Connecting a Microphone

You can use a microphone by connecting it to the rear panel MIC INPUT jack.

MEMO
You can apply an effect to the sound from the microphone. For details, refer to "Using the vocoder" (p. 42).

Dynamic Microphone
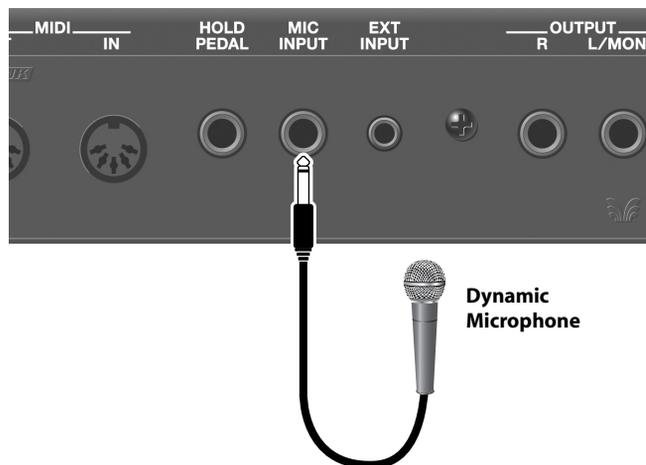
NOTE
Howling could be produced depending on the location of microphones relative to speakers. This can be remedied by:
1. Changing the orientation of the microphone.
2. Relocating microphone at a greater distance from speakers.
3. Lowering volume levels.

Connecting a Portable Audio Device

You can connect an MP3 player or other audio device to the EXT INPUT jack on the rear panel and listen to the playback.

MEMO
Audio cables are not included with the JUNO-Di. You'll need to provide them.

Portable Audio Device

EXT INPUT jack

Turning On/Off the Power

NOTE
Once the connections have been completed, turn on power to your various devices in the order specified. By turning on devices in the wrong order, you risk causing malfunction and/or damage to speakers and other devices.

1. **Before turning on the JUNO-Di's power, consider these two questions:**
   - Is the AC adaptor and any other equipment connected correctly?
   - Have the volume controls of the JUNO-Di and all connected audio devices been turned to their lowest settings?

2. **Turn on the [POWER] switch located on the rear panel of the JUNO-Di.**

Lower position
On
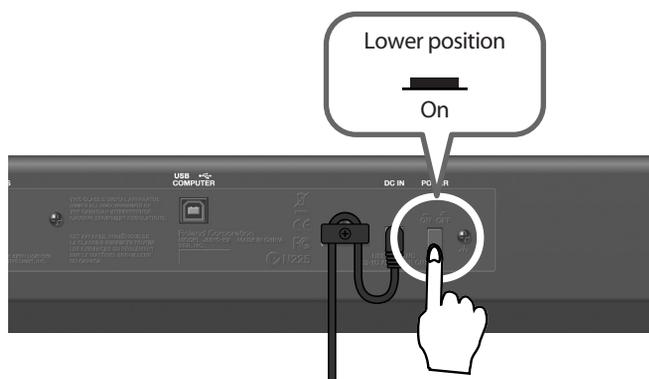
NOTE
Always make sure to have the volume level turned down before switching on power. Even with the volume all the way down, you may still hear some sound when the power is switched on, but this is normal, and does not indicate a malfunction.

NOTE
To ensure proper operation of the pitch bend lever, make sure not to touch the lever when turning the JUNO-Di's power on.

3. **Turn on the power for any connected audio devices.**

4. **While playing the keyboard and listening to the sound, slowly increase the volume of the JUNO-Di and the volume of the connected equipment until you obtain the desired volume.**

Turning Off the Power

1. **Before turning off the power, consider these two questions:**
   - Have the volume controls of the JUNO-Di and all connected audio devices been turned to their lowest settings?
   - Have you saved your JUNO-Di sounds or other data you've created?

2. **Turn off the power for all connected audio devices.**

3. **Turn off the [POWER] switch of the JUNO-Di.**

Upper position
Off
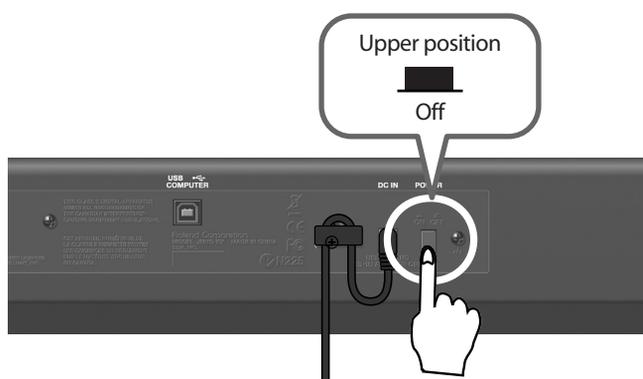
Adjusting the Volume Level ([VOLUME] Knob)

1. **Use the [VOLUME] knob to adjust the volume.**

   Turning the knob toward the left will decrease the volume, and turning it toward the right will increase the volume.

   Also adjust the connected device to an appropriate volume.

Adjusting the Display Contrast ([LCD CONTRAST] Knob)

The characters in the display may be difficult to read immediately after the power is turned on, or after you have been using the JUNO-Di for an extended time, or due to the conditions in which it's being used. If this occurs, turn the rear panel [LCD CONTRAST] knob to make the display legible.
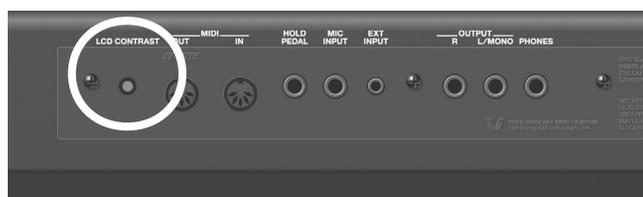
Turning the Display Backlight On/Off

To reduce battery consumption, you can turn off the display backlight when it's not required.

1. **Hold down the [SHIFT] button and press the [EXIT] button.**

   The display backlight will turn off.

Turning the display backlight on

1. **Hold down the [SHIFT] button and press the [ENTER] button.**

   The display backlight will turn on.

(MEMO)

You can set the system setting "POWER SAVE MODE" to specify the power conservation setting. For details, refer to "Making Settings that are Common to the Entire JUNO-Di (SYSTEM)" (p. 75).

Using the Included USB Memory Protector

You can use the included USB memory protector to prevent theft of the USB memory connected to the JUNO-Di.
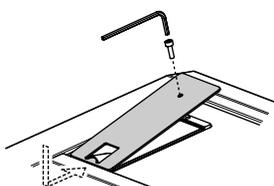
Caution

● You must use the included screws.

● You must use the included Allen wrench to tighten or remove the screws. Using a tool that does not match the screw heads will damage them.

● Be careful not to over-tighten the screws. Doing so may damage the screw's head, causing the wrench to rotate uselessly.

● To tighten the screws, turn the Allen wrench clockwise. To loosen the screws, turn the Allen wrench counter-clockwise.

loosen   tighten

● Keep the removed screws out of the reach of small children to ensure they are not swallowed accidentally.

Listening to the Demo Songs

Here's how to listen to the demo songs that are built into the JUNO-Di.

1. **Power up the JUNO-Di as described in "Turning On/Off the Power" (p. 20).**

2. **Press the [PLAY/STOP] button.**

   The "DEMO" screen will appear.
   The demo song will begin playing.

3. **To stop playback, press the [PLAY/STOP] or [EXIT] button.**

   The "DEMO MENU" screen will appear.

   TIP

   You can also select a demo song by using the cursor buttons to move the cursor.

4. **Press the [EXIT] button to exit the "DEMO MENU" screen.**

No.	Title	Composer	Copyright
1	Have you met?	Mitsuru Sakaue	©2009 Roland Corporation
2	Di Groove	Adrian Scott	©2009 Roland Corporation
3	JUNO Pops	Mitsuru Sakaue	©2009 Roland Corporation
4	Takedown	Scott Tibbs	©2009 Roland Corporation

NOTE

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NOTE

No data for the music that is played will be output from MIDI OUT connector.

(MEMO)

If USB memory is connected, you can play the demo songs by choosing "Demo Play" from the "MENU" screen. For details, refer to "Playing the Demo Songs (DEMO PLAY)" (p. 79).

MEMO

Application Guide

This Application Guide presents the functions that are available when you are playing music on the JUNO-Di.
This guide contains sample scores for a wide variety of musical styles.
Choose the section that you want to play from these scores.

The supplied CD-ROM contains audio data for the sample scores for your reference.

Audio data on the supplied CD-ROM

File Name	Section	Page
01_Piano_Ballad.wav	"Playing Ballads"	p. 24
02_Jazz_EP.wav	"Playing Jazz Electric Piano"	p. 26
03_Rock_Organ.wav	"Playing Rock Organ"	p. 28
04_PianoString_Dual.wav	"Playing Pops"	p. 30
05_R&B_Split.wav	"Playing R&B"	p. 32
06_Ac_Guitar.wav	"Playing Bossa Nova"	p. 36
07_Techno_Arp.wav	"Playing Techno Sounds"	p. 38
08_Drum_Kit.wav	"Playing Drums"	p. 40
JUNO-Di_Song.wav	"Playing Live"	p. 45
JUNO-Di_Song_Backing.wav		

NOTE There may be some differences between the audio data on the CD-ROM and the sound you play with the JUNO-Di.
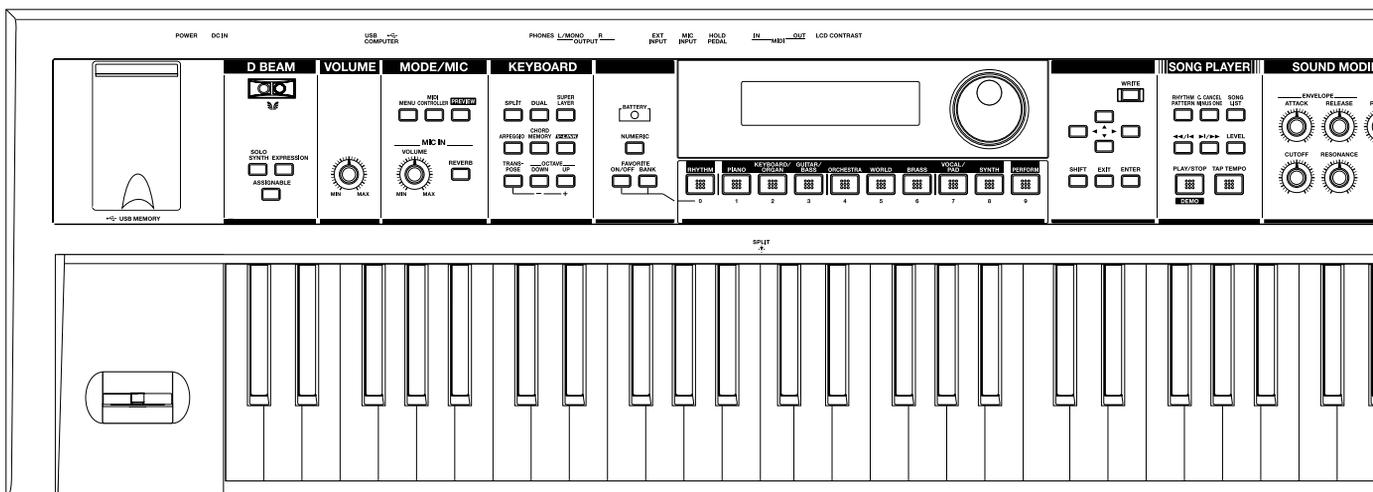
Playing Ballads

This section explains how to select the piano tone for playing ballads. If use a pedal (sold separately), you can make reverberate in the same way as if you were using the damper pedal on a piano. Use the "reverb" effect to add some reverberation to your tone, as if you are playing in a concert hall.

[PIANO] Button   [REVERB] Knob

[PREVIEW] Button   Tone Buttons
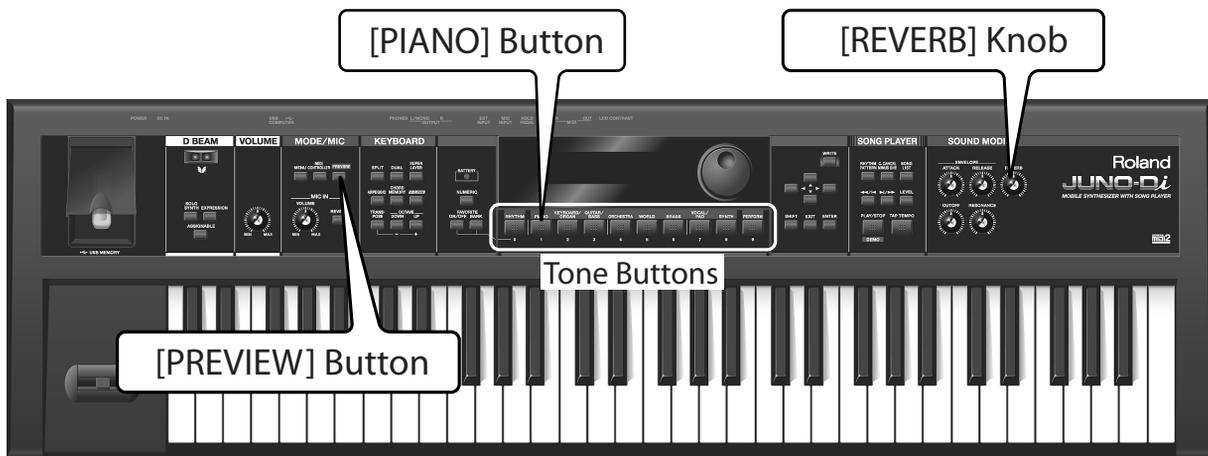
Selecting a Tone

1 **Press the [PIANO] Button.**

The piano tone is selected.

Playing

Play the sample score.

Important
Function
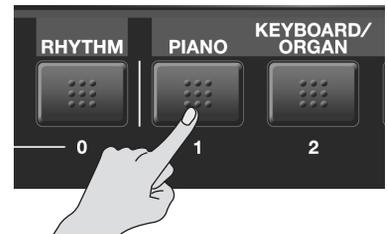
Pedal—HOLD PEDAL

Try plugging a separately available pedal (DP series) into the HOLD PEDAL jack on the back of JUNO-Di.

When you step on the pedal, the tone that you played is sustained as long as the pedal is pressed (the same effect as the damper pedal on a piano). Try using the pedal when you play.

Memo
The pedal can be assigned to other functions besides the damper pedal. Refer to "Making Settings that are Common to the Entire JUNO-Di (SYSTEM)" in the section "HOLD PEDAL" (p. 75).

Piano Ballad

♩=120

- -

Important Function
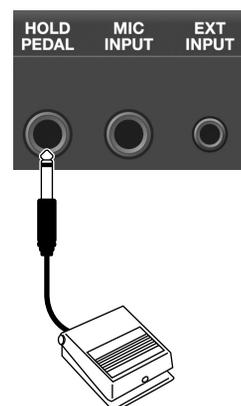
Adding Reverb—[REVERB] Knob

"Reverb" is an effect that adds reverberation to the tone, like the effect of playing in a concert hall.

With the JUNO-Di, you can use the [REVERB] knob to adjust how the tone reverberates. Turn the [REVERB] knob to find the reverb that tones good to you.

- -

Operation   Selecting a Tone

Follow these steps to select a tone:

1. **Use the tone buttons to select the category of the tone you want to play.**

2. **Turn the dial to select the tone.**

When you play the keys, you can hear the tone that is displayed on the screen.

Term

Effect

"Effect" is a function that adds various effects to alter the tone.

Tip

Listening to the tone—[PREVIEW] button

The [PREVIEW] button is useful when you select a tone.

Press and hold the [PREVIEW] button to hear a phrase played using the tone that is displayed on the screen.

When you release the button, the phrase stops.

Phrases are provided for each category of tone.

25

Playing Jazz Electric Piano

This section explains how to select the electric piano tone for playing jazzy phrases.
You can change the mood of your playing by changing the effects added to the tone.

[PIANO] Button   Dial   Cursor Buttons

[SHIFT] Button
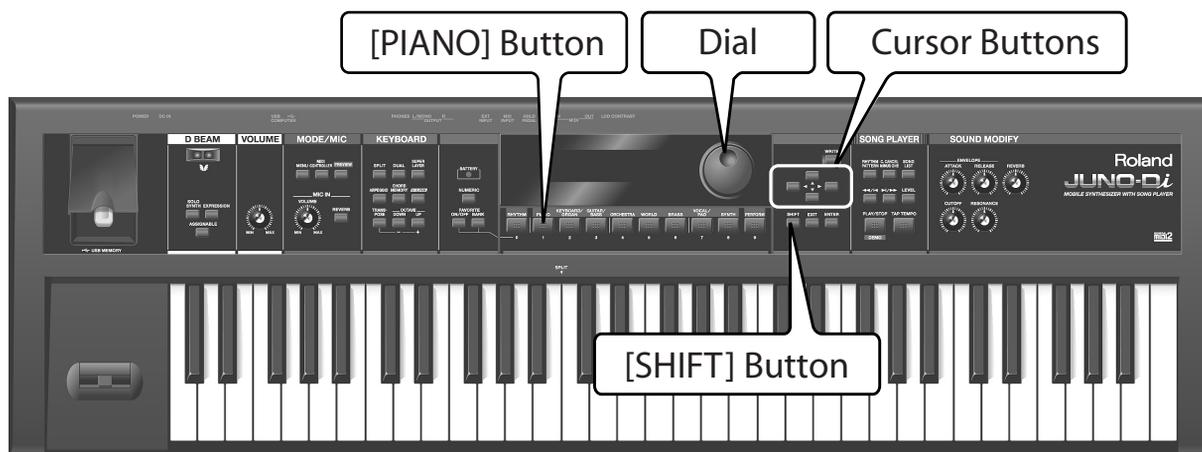
Selecting a Tone

1 **Press the [PIANO] Button.**

2 **Press the [▶] cursor button.**

The electric piano tone is selected.
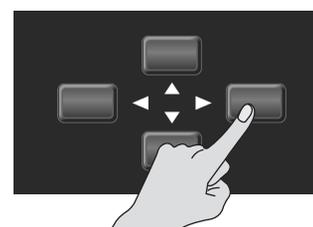
3 **Use the dial to select "046: Stage Phazer."**
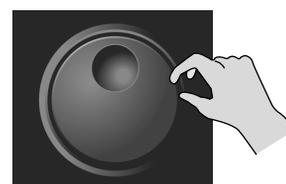
Playing

Play the sample score.

Jazz EP

Adding an Effect

When you select the "Stage Phazer" effect, a phasing effect is applied to the sound.

In this section, you turn on the "Tremolo" effect while you play.

1 **Hold down the [SHIFT] button and press the [PIANO] button.**

The "MFX" screen is displayed.

In the "MFX" screen, you can set the effect that you add to the currently selected tone.

Memo You can also use the [MENU] button to display the "MFX" screen. For more information, see page "Editing the Effects (MFX/Chorus/Reverb) (Effect Edit)" (p. 61).

Switch the effect on/off

Effect type

Detailed settings of the effect type

2 **Use the dial to select "17: TREMOLO."**

"Tremolo" is selected for the effect type.

3 **Play the sample score.**

Experiment with the different moods different effects can add to your playing.
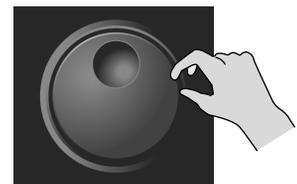
Term **Tremolo/Phaser**

"Tremolo" vibrates the volume to add its unique effect to the tone. With "Phaser," the tone swells.

Both of these effects were often used on some legendary electric pianos in the 70s.

Playing Rock Organ

This section explains how to play rock organ with the classic seventies rock tone.

Here, we will select the organ tone and add the "Rotary" effect.

Use the Pitch Bend/Modulation lever on the left of the keyboard to make the tone vary while you play.

[KEYBOARD/ORGAN] Button   Dial

Pitch Bend/
Modulation Lever
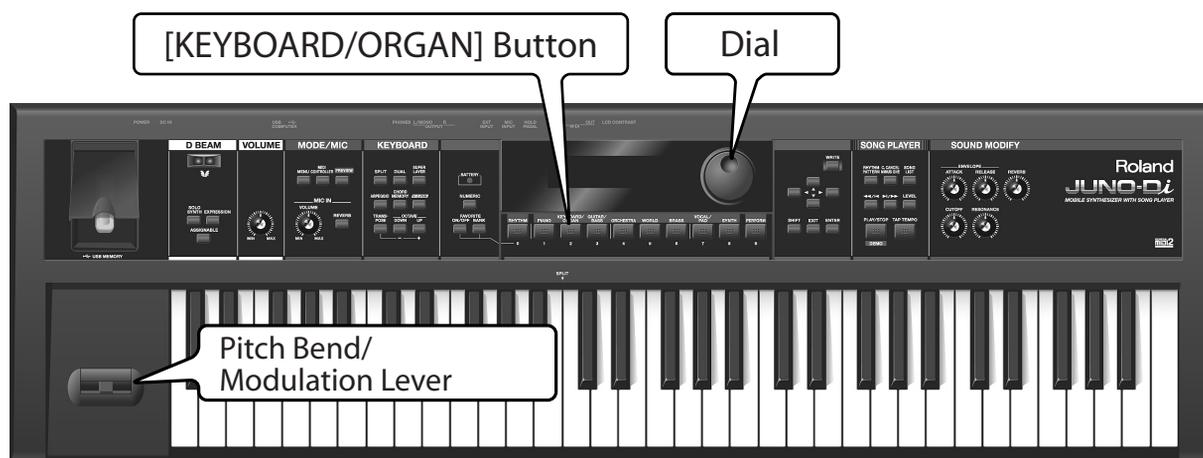
Selecting a Tone

1 **Press the [KEYBOARD/ORGAN] button.**

The "001: HardRockORG1" sound is selected.

Playing

Play the sample score.

Rock Organ

♩=104

Rock Org

Rotary Effect + Modulation Lever

Important Function

When you play with the "Rotary" effect, you can tilt the Modulation lever forward to change the effect's speed.

At the " " mark in the sample score, press the Hold Pedal (see page 24) and tilt the lever forward with your left hand.

When you move the lever, the swelling speed of the tone changes. When you return the lever, the swell also returns.

Using the Pitch Bend/Modulation lever with your left hand, you can add effects to the tone while playing with your right hand.

Memo — When you're playing a tone that uses "Rotary" or "VK Rotary" as the effect (MFX), the speed of the rotary effect will be switched each time you tilt the modulation lever. For details on effect settings, refer to p. 61.

Pitch Bend/Modulation Lever

Important Function

When you play with another tone that does not have the rotary effect, the Pitch Bend/Modulation lever has the following effects:

While you play the keyboard, you can tilt the lever to the left to lower the pitch, and to the right to raise the pitch. This is called the "Pitch Bend Effect."

You can also tilt the lever forward to add a vibrato effect to the tone. This is called the "Modulation Effect."

By tilting and holding the lever forward and to the left or right at the same time, you can attain both effects together.

Pitch Bend Effect

Modulation Effect

Rotary/Rotary Speaker

Term

The "Rotary" effect reproduces the effect of rotary speakers, which tend to be used with organs. Rotary speakers were often used in 60s jazz and 70s hard rock.

Playing Pops

This section explains how to play pops with a variety of tones.

By using the "Dual" function, you can layer two different tones together.

For this example, we'll layer Piano and Strings.

[DUAL] Button   [PIANO] Button
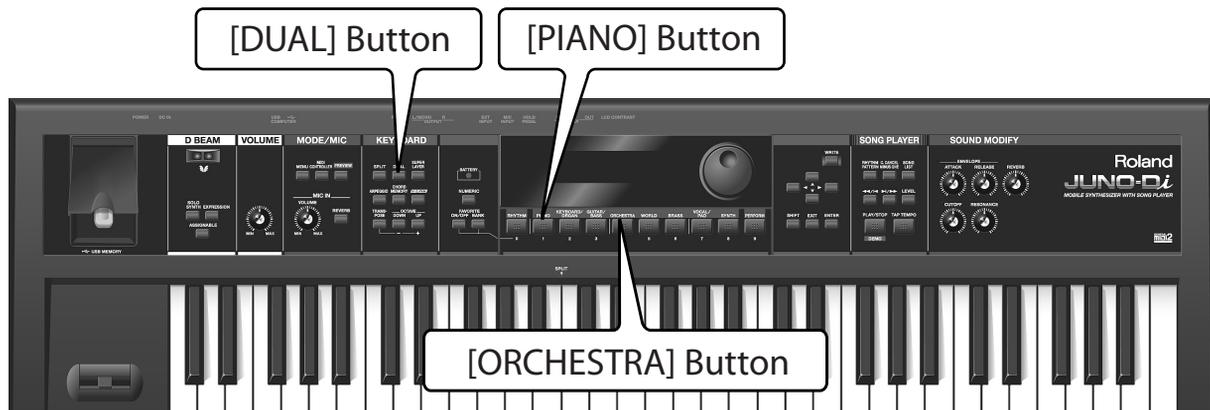
[ORCHESTRA] Button

Selecting a Tone

1 **Press the [PIANO] button.**

2 **Use the dial to select "001: 88StageGrand."**

The piano tone is selected.
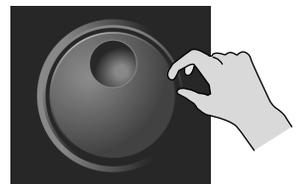
Turning on Dual

1 **Press the [DUAL] button to switch the light on.**

Dual is turned on.

2 **Press the [ORCHESTRA] button.**

3 **Use the dial to select "0c010: X Hall Str."**

The strings tone is selected.

When you play the keyboard, the Piano and Strings sound at the same time.

Performance name

Name of the tone you select first

```
001:Temp Perform *
  1 Pf001:88StageGrand
  2 0c010:X Hall Str
```

Name of the tone to overlay
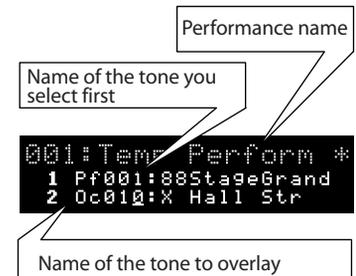
Piano/String Dual

♩=110

Pno / Str

Playing

Play the sample score.

You can also follow the steps described in pages 34–35 to play back the Pops rhythm pattern. In this case, select "002: Pop 2" as the rhythm pattern group.

Turning off Dual

1 **Press the [DUAL] button to switch the light off.**

The Dual function switches off.

. . . .

Important
Function
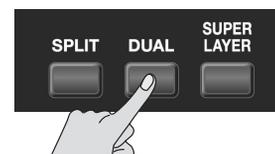
Layering Different Tones—[DUAL] Button

With the "Dual" function, you layer two different tones together.

After selecting a tone that you want to play, press the [DUAL] button and choose a second tone to layer over the top.

When you press the [DUAL] button once, it is lit that Dual is turned on.

When you press the [DUAL] button again, the light turns off to show that the Dual is turned off.

. . . .

Tip

Playing with multiple tones—[PERFORM (Performance)] button

When you turn on functions that enable you to play with multiple tones, for example, Dual, Split (see page 33), and Super Layer (see page 41), the [PERFORM] button is lit.

When you change the settings (i.e. the tone you use) of Dual, Split, or Super Layer, you can use numbers 501 to 564 on the [PERFORM] button to save the settings (see page 52).

The [PERFORM] button also has some presets for playing with multiple tones. (A collection of settings that specify how a multiple number of tones are to be played is known as a "Performance.")

When you press the [PERFORM] button, the name of the performance is displayed at the top of the screen.

Playing R&B

This section explains how to play R&B, using the "Split" function to play bass with your left hand and piano with your right hand.

If desired, you can use the "Octave Shift" function to lower the right-hand tone by an octave.

JUNO-Di's "Rhythm Pattern" function enables you to easily play rhythm patterns such as drums.

Use rhythm patterns to enjoy playing like in a jam session.

[SPLIT] Button   [PIANO] Button
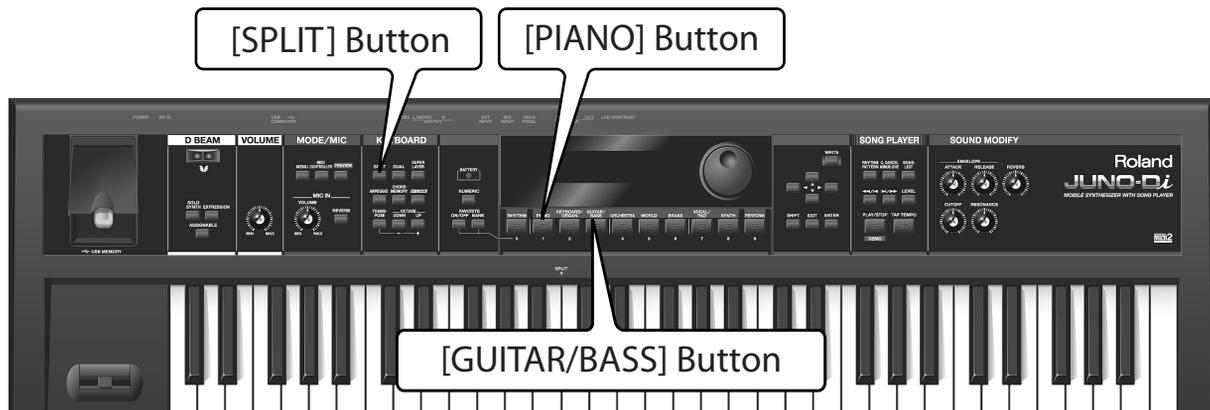
[GUITAR/BASS] Button

Selecting a Tone

1 **Press the [PIANO] button.**

2 **Use the dial to select "063: EP Trem 1."**

The electric piano tone is selected.

Turning on Split

1 **Press the [SPLIT] button to switch the light on.**

The Split is turned on.

2 **Press the [GUITAR/BASS] button.**

3 **Use the dial to select "Gt056: Finger Bs 1."**

The bass tone is selected.

You can divide the keyboard at the key shown in the illustration below to play with a different tone for each hand.

The tone for the left hand is called "LOWER," while the tone for the right hand is called "UPPER."

Performance name

UPPER tone name

```
001:Temp Perform *
U Pf063:EP Trem 1
L Gt056:Finger Bs 1
```

LOWER tone name

Split Point (C4)

LOWER   UPPER

R&B Split

♩=92

EP

E. Bass

Playing

Play the sample score.

. . . .

Important Function
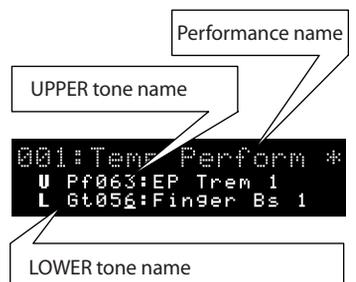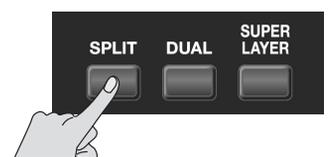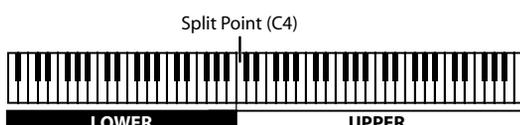
Playing with a Different Tone for Each Hand—[SPLIT] Button

The "Split" function enables you to play with a different tone for each hand.

After selecting a tone for the right hand, press the [SPLIT] button to divide the keyboard into two sections. Next, select a tone for the left hand.

When you press the [SPLIT] button once, it lit to show that Split is turned on.

When you press the [SPLIT] button again, the light turns off to show that Split is turned off.

. . . .

> **Operation** Changing the point where the keyboard is divided (the split point)
>
> When you are using the Split function, follow these steps to change the split point:
>
> **1. When the [SPLIT] button is lit, hold down the [SPLIT] button and press the key where you want to set the split point.**
>
> The pressed key becomes the split point.
>
> The UPPER section starts from the split point.
>
> **2. When you have finished making settings, press the [EXIT] button.**

Dial   [RHYTHM PATTERN] Button

OCTAVE [DOWN]/[UP] Buttons   [PLAY/STOP] Button
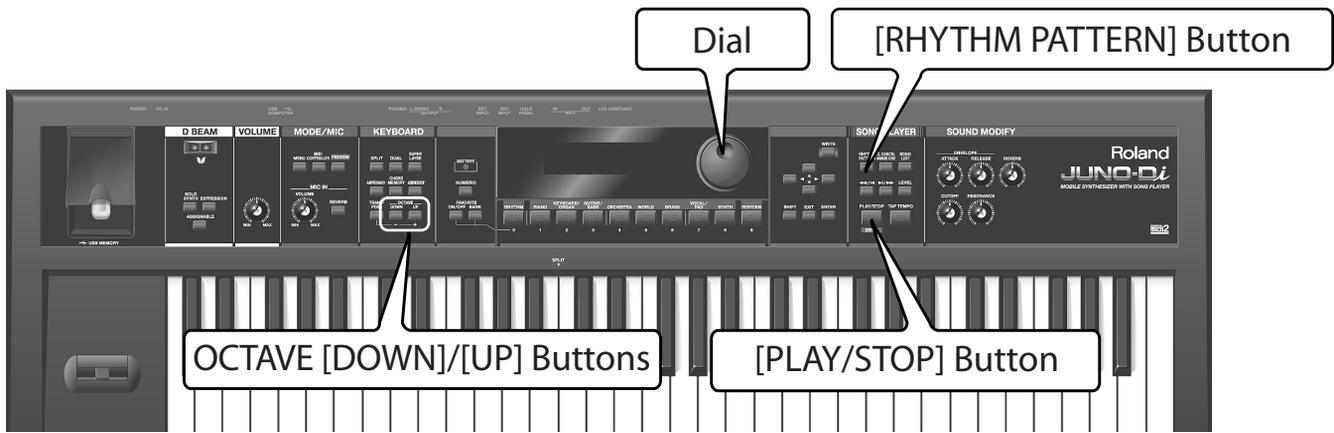
Shifting the Right Hand down One Octave

Lower the pitch of the Upper tone, which you play with your right hand, by an octave.

1 **Press the [▲] button to move the cursor to the number of the upper tone.**

The Upper tone is selected.

2 **Press the OCTAVE [DOWN] button.**

The UPPER pitch is shifted down one octave.

. . . .

Important Function
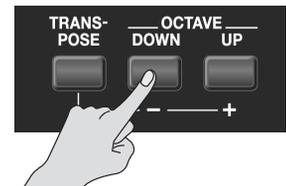
Changing the Pitch in One Octave Steps—OCTAVE [DOWN]/[UP] Buttons

You can change the pitch in steps of one octave. This is called the "Octave Shift" function.

If you are playing a low part such as a bass line with your right hand, you will find it easier if you shift the keyboard down one or two octaves.

Use the OCTAVE [DOWN] or [UP] buttons to adjust the Octave Shift.

Press the [DOWN] button to shift the pitch of the currently selected tone down an octave, or press the [UP] button to shift it up at an octave.

You can shift the pitch as much as three octaves down (-3) or three octaves up (+3).

Memo   For further information about the octave shift function, see "Octave Shift Settings" (p. 67).

. . . .

Playing Rhythm Patterns

1 **Press the [RHYTHM PATTERN] button. The button is lit.**

The Rhythm Pattern is turned on and the "RHYTHM PATTERN" screen is displayed.

2 **Use the dial to select "017: R&B."**
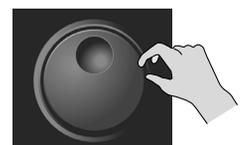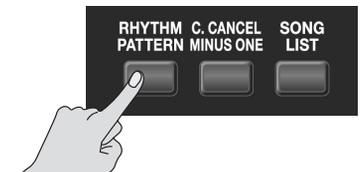
R&B Split

♩=92

EP

E. Bass

3 Press the [PLAY/STOP] button.

The R&B rhythm pattern is played back.

Try playing the sample score along with the rhythm pattern.

4 Press the [PLAY/STOP] button to stop the rhythm pattern.

PLAY/STOP   TAP TEMPO

DEMO

Turning off each function

If you press the [SPLIT] button and the button's light goes out, the Split function is switched off.

If you press the OCTAVE [DOWN] and [UP] buttons together, the value of the Octave Shift is reset to "0" and the pitch of the keyboard is restored.

If you press the [RHYTHM PATTERN] button and the button's goes out, the Rhythm Pattern is turned off.

Important Function

Playing Rhythm Patterns—[RHYTHM PATTERN] Button

The JUNO-Di contains many rhythm patterns for a wide variety of musical styles.

Some rhythm patterns are simple ones with only a few tones, while others are more extravagant, with many tones. You can use a more extravagant pattern for a refrain part, change patterns between different verses, or simply jam along to the groove.

Memo   For further information about the Rhythm Pattern function, see "Playing Rhythm Patterns ([RHYTHM PATTERN] Button)" (p. 74).

Operation   Switching rhythm styles (rhythm pattern group)

Follow the steps below to change the rhythm pattern's style:

1. Press the [RHYTHM PATTERN] button. The button is lit.

2. Use the dial to select a rhythm pattern group.

The rhythm pattern changes.

Memo   For a list of rhythm pattern groups, see "Rhythm Pattern Group List" (p. 124).

Rhythm pattern group name

```
<<RHYTHM PATTERN>>
001:Pop 1
Rh009:Pop Kit 2
```

Rhythm set name

Playing Bossa Nova

This section explains how to play a Bossa Nova pattern using just your left hand. Use the JUNO-Di's "Chord Memory" function to play complex chords with a single key. You also use the "Arpeggio" function, which allows you to create arpeggios simply by playing chords.

[CHORD MEMORY] Button   [GUITAR/BASS] Button

[ARPEGGIO] Button   Dial
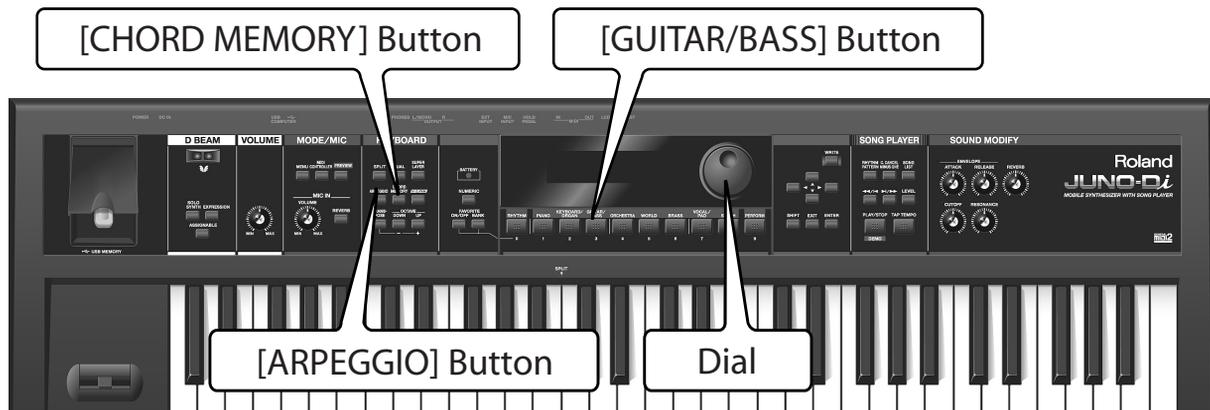
Selecting a Tone

1 **Press the [GUITAR/BASS] button.**

2 **Use the dial to select "009: Bright Nylon."**

The guitar tone is selected.
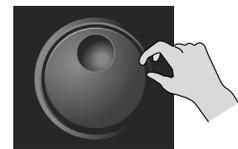
Turning on the Chord Memory Function

1 **Press the [CHORD MEMORY] button. The button is lit.**

The Chord Memory function switches on.
The "CHORD MEMORY" screen is displayed.

2 **Use the dial to select "005: Jazz 3" for the chord set.**

A chord is assigned to each key. Play the C (Do) key. This single key
will play the CM9 chord C-E-G-B-D (do-mi-so-ti-re.)
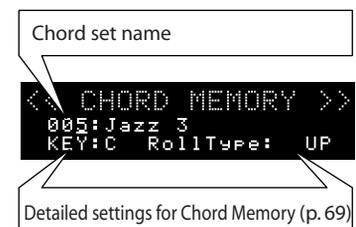
Chord set name

```
<< CHORD MEMORY >>
005:Jazz 3
KEY:C  RollType:  UP
```

Detailed settings for Chord Memory (p. 69)

Turning on the Arpeggio Function

1 **Press the [ARPEGGIO] button. The button is lit.**

The Arpeggio function switches on.

Ac. Guitar (Bossa Nova)

♩=102

The "ARPEGGIO" screen is displayed.

2 Use the dial to select "123: Key Bckng1(a)" as the arpeggio style.

Arpeggio style name

<< ARPEGGIO >>
123:Key Bckng1 (a)
▾Arpeggio Hold   OFF

Detailed setting for Arpeggio (p. 67)

Playing

Try playing the sample score.
Turn on the Chord Memory and Arpeggio functions and play the staff labeled "PLAY" on the sample score. You can use simple fingerings to play the "CM/ARP" staff.

You can also follow the steps described in pages 34–35 to play back the Bossa Nova rhythm pattern. In this case, select "015: Bossa" as the rhythm pattern group.

Turning off each function

If you press the [CHORD MEMORY] button and the button's light goes out, the Chord Memory function is switched off.
If you press the [ARPEGGIO] button and the button's goes out, the Arpeggio function is turned off.

. . . .

Important ☞ **Function**

Playing a Chord with a Single Key—[CHORD MEMORY] Button

With the "Chord Memory" function, you can press a single key to play a chord that you have set in advance.
Press the [CHORD MEMORY] button. The button is lit and Chord Memory turns on.
To turn off Chord Memory, press the [CHORD MEMORY] button again. The button's light switches off.

Memo For more detailed information about Chord Memory function settings, see "Chord Memory Settings" (p. 69).

. . . .

Important ☞ **Function**

Playing Arpeggios—[ARPEGGIO] Button

When you press the [APPEGGIO] button once, it is lit to show that Arpeggio is turned on.
"Arpeggio" is a playing style where you play the individual notes of a chord separately. If you use JUNO-Di's Arpeggio function, you just have to play the chords to play arpeggios according to their component notes.

Memo For more detailed information about Arpeggio function settings, see "Arpeggio Settings" (p. 67).

. . . .

Playing Techno Sounds

This section explains how to select a tone that was a standard in the Techno boom of the early 80s and use knobs to adjust the tone in real time. You can use the JUNO-Di's Arpeggio function and the D Beam controller to give the tone more of a techno feel.

D Beam Controller

Dial

[CUTOFF] Knob
[RESONANCE] Knob

[SYNTH] Button

[SOLO SYNTH] Button
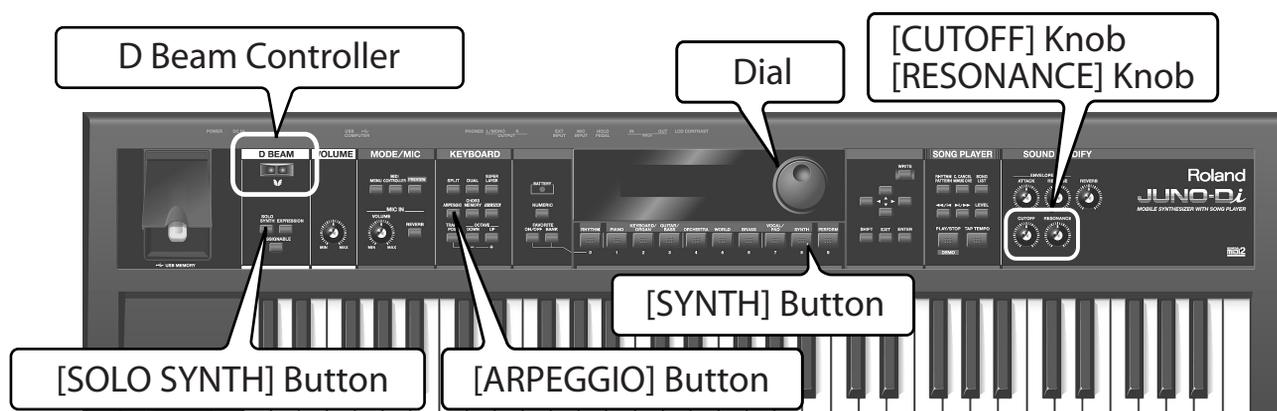
[ARPEGGIO] Button

Selecting a Tone

1 Press the [SYNTH] button.

2 Use the dial to select "188: BPF Saw."
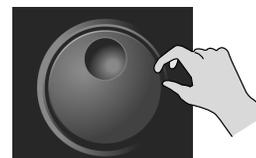
Turning on the Arpeggio Function

1 Press the [ARPEGGIO] button. The button is lit.

The Arpeggio function switches on and the "ARPEGGIO" screen is displayed.

2 Use the dial to select "116: Sliced 9 (a)" as the arpeggio style.
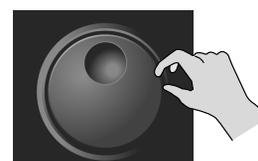
Shifting the Keyboard Down an Octave

The JUNO-Di's keyboard is not wide enough to play the staff labeled "Play" on the sample score.
So in this section, you use the "Octave Shift" function to shift the key range down an octave and play the keys an octave higher than the pitches shown on the sample score.

1 Press the OCTAVE [DOWN] button.

The keyboard's range is lowered by one octave.
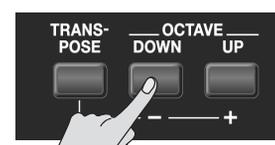
Techno Arp

$\quad$ =126

Playing

Play the sample score.

Turn on the Arpeggio function and play the staff labeled "Play" on the sample score.

Play the keys at an octave higher than the pitches shown on the sample score. This allows you to play the "Arp Rhy" staff.

Turning off each function

If you press the [ARPEGGIO] button and the button's light goes out, the Arpeggio is switched off.

If you press the OCTAVE [DOWN] and [UP] buttons together, the value of the Octave Shift is reset to "0" and the pitch of the keyboard is restored.

Important Function

Varying the Tone—[CUTOFF]/[RESONANCE] Knobs

Both of these knobs are used for adjusting the elements of the tones to change them.

Turning the [CUTOFF] knob to the right makes the tone brighter, while turning it to the left makes it darker.

Turning the [RESONANCE] knob to the right strengthens the tone's distinctive character, while turning it to the left reduces it.

Memo For further information about the SOUND MODIFY, see "Using the Knobs to Modify the Sound (SOUND MODIFY)" (p. 65).

Important Function

Varying the Tone—D Beam Controller/[SOLO SYNTH] Button

The D Beam controller is at the upper left of the keyboard. You can use this controller by simply holding your hand over it as shown in the illustration.

You can use the three buttons below the D Beam controller to select the controller's function. In this case, use the [SOLO SYNTH] button.

Press the [SOLO SYNTH] button. The button is lit. Move your hand up and down above the D Beam controller to control the pitch of the tone.

This enables you to play the sounds like those produced by monophonic synthesizers.

Memo For further information about the D Beam controller, see "Using the D Beam Controller to Modify the Sound" (p. 63).

Playing Drums

The JUNO-Di contains many Rhythm Sets that can be assigned to each key, with a wide variety of percussion tones and sound effects. By selecting a rhythm set, you can use the keyboard to play drums.

[RHYTHM] Button

B. Drum   S. Drum   Hi-Hat   Crush Cymbal
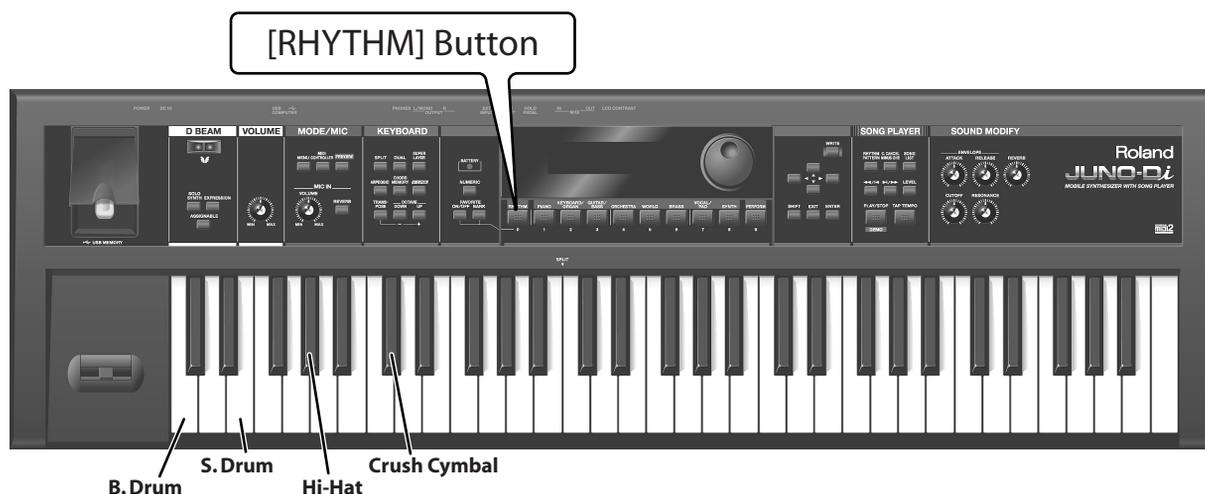
Selecting a Rhythm Set

1 **Selecting a Rhythm Set**

The "001: Pop Kit 1" rhythm set is selected.

Playing

Play the sample score.
Start with just "B. Drum" and "S. Drum" at first, and then add "Hi-Hat" as you learn to play.

Drum Kit ♩=112

Hi-Hat

S. Drum
B. Drum

Memo To find out which percussion instrument sound is assigned to which key, see the "Rhythm Set List" (p. 117).

Playing Synthesizer Sounds

This section explains how to play the "Synth Lead" tone, which is the most common among many synthesizer tones. Use the "Super Layer" function to make the synth tone thicker.

[SUPER LAYER] Button   Dial
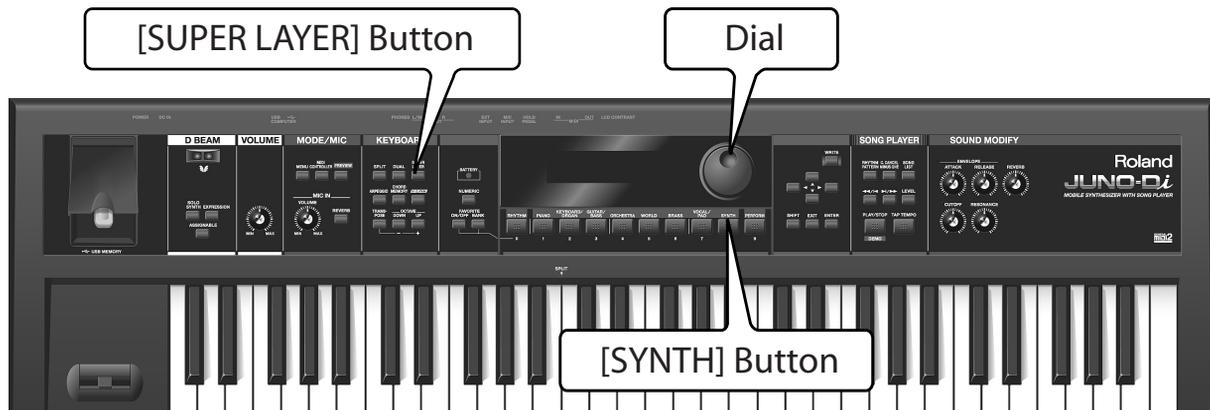
[SYNTH] Button

Selecting a Tone

1 **Press the [SYNTH] button.**

2 **Use the dial to select "013: Saw Lead 4."**
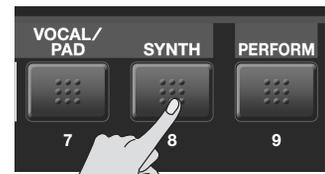
Turning on the Super Layer Function

1 **Press the [SUPER LAYER] button to switch the light on.**

The Super Layer function is turned on.

Turning off the Super Layer

1 **Press the [SUPER LAYER] button to switch the light off.**

The Super Layer function is turned off.

Important ☞ **Function**

Thickening a Single Tone—[SUPER LAYER] Button

You can overlay a single tone several times, slightly shifting the pitches of each layer. This is called "detuning."

Using the "Super Layer" function, you can easily set the detuning and the number of times you overlay the tone (number of parts), to create more spacious or thicker tones.

Press the [SUPER LAYER] button. The button is lit and the Super Layer function is turned on.

To turn off Super Layer, press the [SUPER LAYER] button again. The light switches off.

Performance name

Tone name

```
001:Temp Perform *
 Sy013:Saw Lead 4
 Layer:3  Detune:10
```

Number of parts

How the pitches are shifted
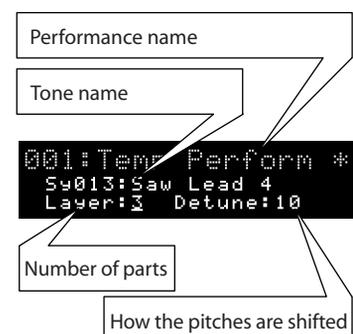
Singing Along While You Play

You can connect a microphone (sold separately) to the JUNO-Di to sing along while you play.

In this section, there is no sample score. Instead, try the functions described below with your favorite score.

With the JUNO-Di, you can control the microphone volume or echo. You can also use the "Vocoder" effect to change the characteristics of your voice.

By using the "Transpose" function, you can adjust the pitch of the keyboard to that of your voice.

[PIANO] Button   Dial   Cursor Buttons

[VOCAL/PAD] Button   [SHIFT] Button
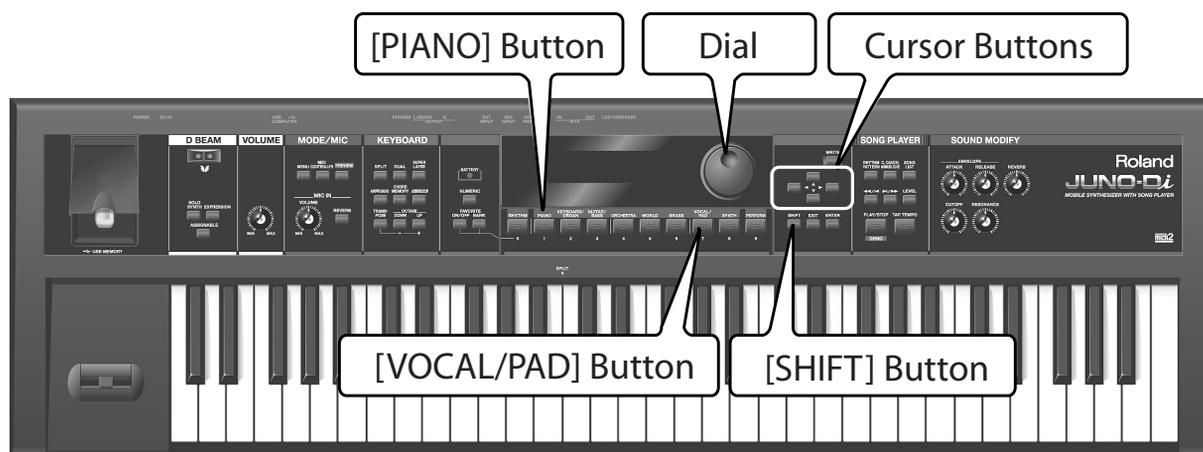
Operation   Using the vocoder

Select an effect with the "Vocoder" and add it to your voice through the microphone.

1. **Press the [VOCAL/PAD] button.**

2. **Use the dial to select "036: VOCODER Ens."**

3. **Say something into the microphone while playing the keyboard.**

The vocoder effect is added onto your voice. The key you play determines the pitch.

If you only play the keyboard the effect does not work. This is because the vocoder is only effective for the voice through the microphone.

> **Memo** Even if you are selecting a tone other than "036: VOCODER Ens", you can select the "79: VOCODER" effect to apply the vocoder effect to the tone.

> **Memo** For more about connecting a microphone, refer to "Connecting a Microphone" (p. 19).

Term 📖 **Vocoder**

The "Vocoder" adds effects to a human voice. If you run your voice through the vocoder, you can give it a toneless, robotic tone.

Operation Changing vocoder settings

Select an effect with the "Vocoder" and add it to your voice through the microphone.

1. **Press the [VOCAL/PAD] button.**

2. **Use the dial to select "036: VOCODER Ens."**

3. **Hold down the [SHIFT] button, and press the [PIANO] button.**

The "MFX" screen is displayed.

"79:VOCODER" is selected as the effect type.

4. **Use the [▼] button to select the item that you want to set.**

5. **Use the dial to change the setting.**
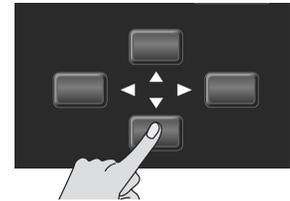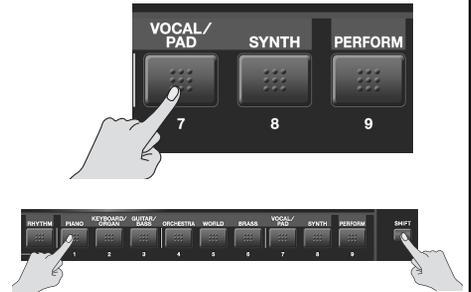
Item	Value	Description
Mic Sens	0 – 127	Adjusts the gain on the microphone The higher you set this value, the higher the gain will be. If you set the value too high, the tone through the microphone may be distorted.
Synth Level	0 – 127	Adjusts the input volume of the tone you select on the JUNO-Di The higher you set this value, the louder the tone you play will be. You will need to adjust the balance between this tone and the voice through the microphone.
Mic Mix	0 – 127	Adjusts the balance between the voice without the vocoder effect and the voice with the effect The higher you set this value, the greater the tone without the vocoder effect will be.
Level	0 – 127	Adjusts the volume of the voice with the vocoder effect The higher you set this value, the greater the voice with the vocoder effect will be.

Important
Function

Using a Microphone—MIC IN [VOLUME] Knob/[REVERB] Button

If you want to adjust the volume of the voice through the microphone connected to the JUNO-Di, use the MIC IN [VOLUME] knob.

When you turn on the MIC IN [REVERB] button, a reverb effect is added to the voice through the microphone. This effect is like the echo when you sing karaoke.

Memo You can adjust how much reverb is added to the microphone. For more information about using the microphone, see "Making Settings that are Common to the Entire JUNO-Di (SYSTEM)" on "Rev Level (Reverb Level)" (p. 76).

[TRANSPOSE] Button
[-] [+] Buttons

Shifting the Key Range in Semitone Steps—[TRANSPOSE] Button

By using the "Transpose" function, you can easily adjust the pitch of the keyboard to that of your voice.

The Transpose function allows you to shift the key range in semitone steps.

This function is useful not only for adjusting the pitch of the keyboard to the human voice, but also for playing transposing instruments, such as trumpet or clarinet, according to the pitch written in musical scores.

Operation   Transposing

1. Hold down the [TRANSPOSE] button, and press the [-] or [+] buttons.

Set how far you want to transpose in semitone steps from G (-5 semitones) to F# (+6 semitones).

When you press this button, the value of the setting is displayed at the top of the screen. The screen is restored a short time after you release the button.

If a value other than "C" is set, the [TRANSPOSE] button is lit.

To reset the value to "C," hold down the [TRANSPOSE] button and press [-] and [+] simultaneously.
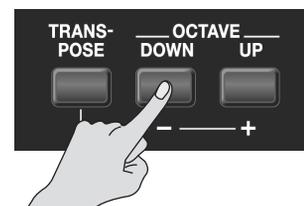
Playing Live

When you are playing live, you need to quickly select tones and settings. For this, you can use the useful "Favorite" function to register tones and keyboard settings to the buttons in the order in which you plan to play live.
This section also explains how to play back audio data using the JUNO-Di's "Song Player" function.
And lastly, you can try playing a piece that makes effective use of all the functions that were introduced.

FAVORITE 0–9

FAVORITE [ON/OFF] Button

Registering Frequently Used Tones

You can register frequently used tones or settings that have multiple tones, such as Split and Dual, to the ten buttons [0] to [9]. This enables you to switch to those tones or settings immediately, at the touch of a button.
Here, let's register in the favorites all the tones that will be used in the piece that appears on page 50, in the order in which they'll be used.

1 **Select a performance or a tone to register.**

With the [PERFORM] button, select "007: JUNO Di Lead."

2 **Hold down the FAVORITE [ON/OFF] button and press the [0] button.**

The selected performance is now registered to FAVORITE 0.
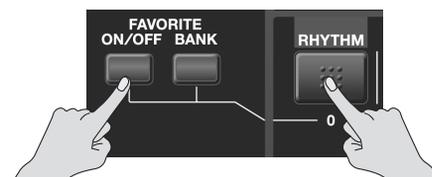
3 **Repeat Steps 1 and 2 to assign the tones to Favorites 1 and 2 as shown in the table.**

FAVORITE	0	1	2
Tone Button	[PERFORM]	[PIANO]	[PERFORM]
Tone No.	007: JUNO Di Lead	Pf051: VelSpdWurly	007: JUNO Di Lead

Invoking Registered Tones

1 **Press the FAVORITE [ON/OFF] button. The button is lit.**

Now you can press one of the buttons [1] to [9] to switch to a Favorite.
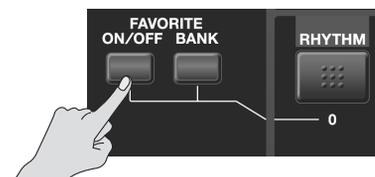
2 **Use buttons [1] to [9] to select Favorites.**

The registered tones or settings are selected.
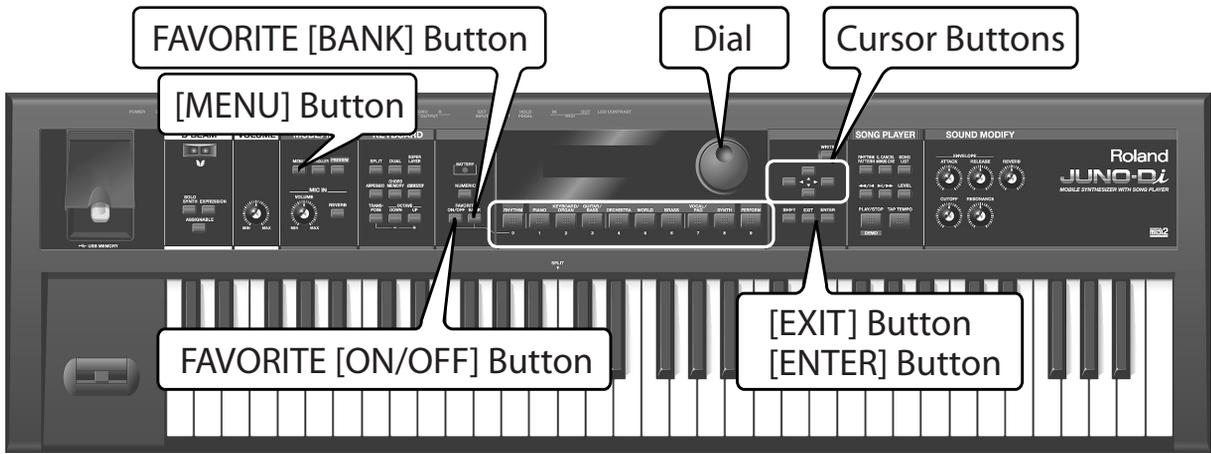
FAVORITE [BANK] Button

[MENU] Button

Dial

Cursor Buttons

FAVORITE [ON/OFF] Button

[EXIT] Button
[ENTER] Button

Important
Function

Registering and Switching to Frequently Used Tones or Settings —FAVORITE [ON/OFF] Button/[BANK] Button

The "Favorite" function enables you to switch to those tones or settings immediately, at the touch of a button.

Use the ten [0] to [9] buttons to register tones or switch to tones.

To switch to a tone in Favorites, the FAVORITE [ON/OFF] button must be turned on.

When you register a tone in Favorites, the FAVORITE [ON/OFF] button may be off.

• The ten Favorites, 0 to 9 comprise a Set. You can assign up to ten Sets.

• A Set with Favorites 0 to 9 is registered to a "BANK."

BANK No.		FAVORITE No.									
0		0	1	2	3	4	5	6	7	8	9
:						:					
9		0	1	2	3	4	5	6	7	8	9

NOTE To assign keyboard settings, such as tones or split to Favorites, you must first save them. For more information about saving, see "Saving Your Settings —[WRITE] Button" (p. 52).

Memo You can confirm or delete the Favorites you have assigned. For more information, see "Favorite Settings" (p. 69).

Operation Switching Favorite Banks

When you play live, it is useful to assign a different bank to each song and configure it with tones or other setting.

Favorite Banks can be changed even when the FAVORITE [ON/OFF] button is off.

1. **Press the FAVORITE [BANK] button. The button is lit.**

The button from [0] to [9] that corresponds to the currently selected Bank flashes.
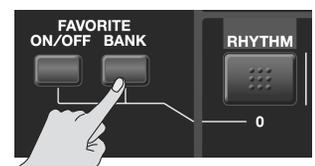
2. **Press one of the buttons [0] to [9].**

The Bank corresponding to the button you pressed will be selected.

Assigning Functions to the Pedal

After you have assigned the tones that you want to use in Favorites, you can set the pedal so you can use it to switch the Favorites. This way, you can switch between Favorites without taking your hands from the keyboard.

> Memo   For further information about connecting the pedal (sold separately), see "Connecting Pedal" (p. 19).

1 **Press the [MENU] button.**

The menu screen is displayed.
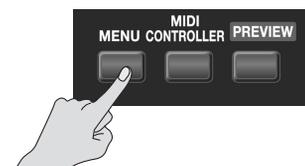
2 **Use the [▲] [▼] buttons to select "SYSTEM", and press the [ENTER] button.**

The system setting screen (p. 75) is displayed.
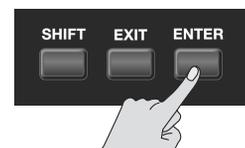
3 **Use the cursor [◄] [►] buttons to select "HOLD PEDAL" at the top of the screen.**

This is the pedal settings screen.
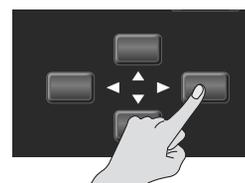
4 **Use the dial to select "FAV-UP" (Favorite Up).**

You have now set the pedal so the Favorites will switch each time you press the pedal.

```
◄HOLD PEDAL          ►
 Assign       FAV-UP
▾Continuous Hold OFF
```

5 **Press the [EXIT] button.**

This saves the setting.

Saving Audio Data to a USB Memory Device

Using your computer, copy onto your USB memory key the audio data from the supplied CD-ROM that you'll be using in your performance.

1 **From the "Audio Files" folder of the supplied CD-ROM, copy the audio data "JUNO-Di_Song_Backing.wav" to your USB memory device.**

JUNO-Di_Song_Backing.wav

USB Memory

EXT INPUT Jack

[SONG LIST] Button

USB MEMORY Connector

[NUMERIC] Button

[PLAY/STOP] Button
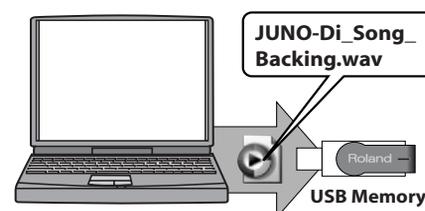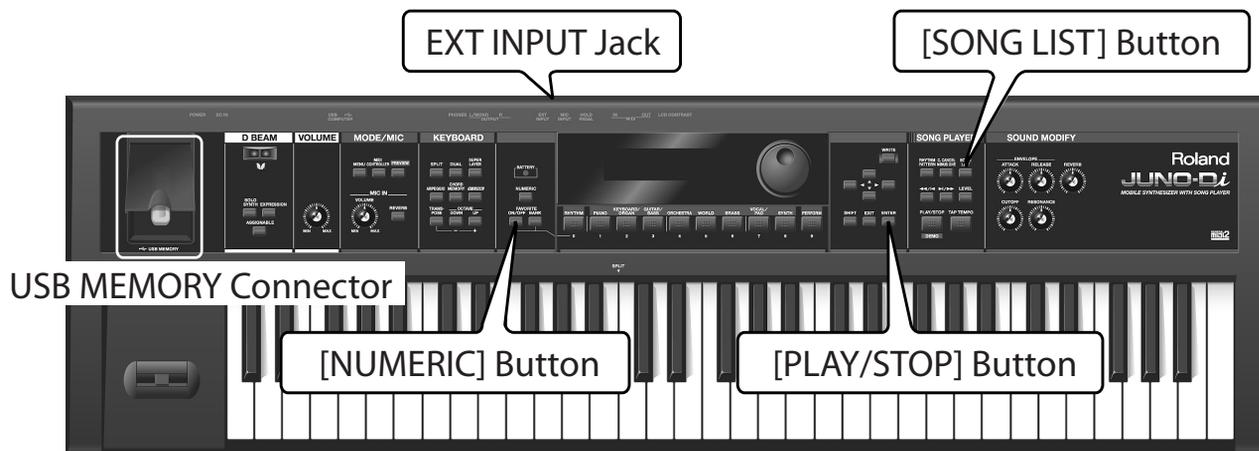
Playing Back Songs with the Song Player

You can use JUNO-Di's "Song Player" function to play back a song from your audio data.

1 **Plug the USB memory into the USB MEMORY Connector.**

USB MEMORY

2 **Press the [SONG LIST] button. The button is lit.**

The song list screen is displayed.

Playlist name

◀JUNO Sample
▶001:01_Piano_Balla
002:02_Jazz_EP.wav▾

Song name

3 **Use the dial to move the cursor to the song (JUNO_Di_Song_Backing.wav) you want to play back.**
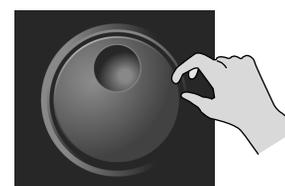
4 **Press the [PLAY/STOP] button.**

The selected song is played back.

5 **To stop song playback, press the [PLAY/STOP] button again.**

The next time you press the [PLAY/STOP] button, the song resumes from the point where you stopped.

Playing

Press the [PLAY/STOP] button to play back the song, and play the staff labeled "Lead" on the sample score.

When you press the pedal at the " 📚 " mark, the Favorites will switch, changing the tone of the keyboard.

Experiment with some variations, such as changing the tones for the Favorites or using the Split function to play the staff that is shown in gray on the sample score.

・・

Important
👆
Function

Playing Back a Song—[SONG LIST] Button

The JUNO-Di's "Song Player" function enables you to play back songs (audio files/SMF) saved on a USB memory device.

Songs are played back in the order specified in the "Playlist." When you play back more than one song, you can use the "Playlist" function to create a list of the songs in the order in which you want to play them back.

The list of the songs specified in the Playlist is called the "Song List."

To select the songs, connect a USB memory device to the JUNO-Di and press the [SONG LIST] button.

Memo   For further information about the Song Player, see "Song Player Settings" (p. 71).

Memo   A "Playlist" can be created using the "Playlist Editor" included with the JUNO-Di.

・・

Tip
💡

Selecting tones by numbers—[NUMERIC] button

If you turn on the [NUMERIC] button, you can enter numeric values with the buttons [0] to [9].

This enables you to specify and select frequently used tones using numbers.

1. **Press one of the tone buttons.**

2. **Press the [NUMERIC] button. The button is lit.**

3. **Using the buttons [0] – [9], specify a number.**

4. **Press the [ENTER] button to fix the number.**

The tone for the specified number is selected.

Tip
💡

Connecting portable audio players and playing back

You can connect an audio device such as an MP3 player to the JUNO-Di's EXT INPUT jack to play back music from the device.

Juno-Di Song

[Hit]

[Synth Brass]

Saving Your Settings —[WRITE] Button

If you select the Split to change the settings of tones or octaves, or if you change the effect for a selected tone, when you turn the power off or select another tone, the changed settings are lost. If you want to preserve the changes, save the settings.

Saved tones or settings are saved in the User Memory, with numbers starting from 501.

Memo If you change settings such as tones, their names, or their settings, an asterisk (*) appears next to them on the screen. When you save the setting, the asterisk disappears.
For more information about saving, see page "Saving Your Settings" (p. 62).

1 **Make the settings that you want.**

2 **Press the [WRITE] button.**

WRITE

The "WRITE" screen is displayed.

The number where to save

```
[PATCH WRITE]
 To:501:
 Name:88StageGrand
```

Name

3 **Use the dial to select the number for saving the setting.**

WRITE

4 **Use the [▼] button to move the cursor (_) to the bottom of the display.**

5 **Name the setting.**

For information about naming conventions, see page 58.

6 **When you finish naming, press the [ENTER] or [WRITE] button.**

SHIFT   EXIT   ENTER

A confirmation message is displayed.
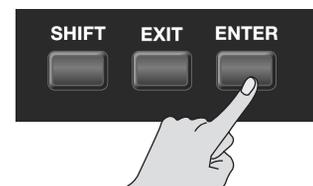
7 **Press the [ENTER] button to save the setting.**

If you change your mind and don't want to save the setting, press the [EXIT] button.

NOTE NEVER turn the power off while you are saving settings.

Memo To quickly jump to settings saved in memory number 501 or greater, press the tone button and then the [▶] button several times.

Reference
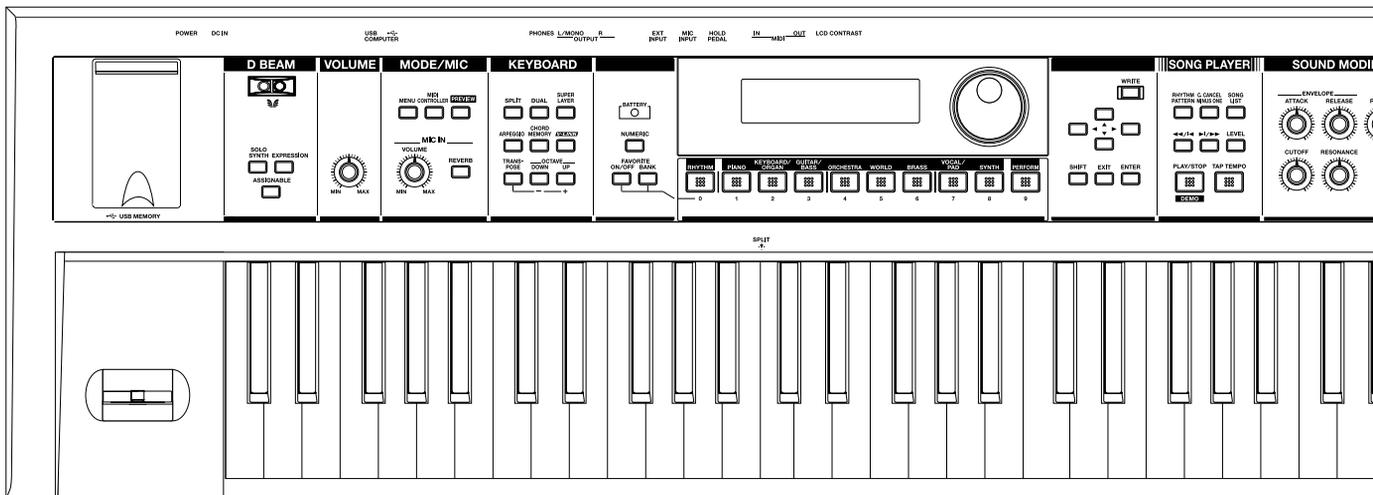
Overview

How the JUNO-Di is Organized

Broadly speaking, the JUNO-Di consists of a controller section, a sound generator section, and a song player section.

```
┌─────────────────────────────────────────────────┐
│  ┌──────────────────────┐                         │
│  │ Song Player Section  │   Playback             │
│  │ ┌──────────────────┐ │   �▶  ┌──────────┐ │
│  │ │   Song Player    │ │           │  Sound   │ │
│  │ ├──────────────────┤ │           │ Generator│ │
│  │ │  Rhythm Pattern  │ │           │ Section  │ │
│  │ └──────────────────┘ │           └──────────┘ │
│  └──────────────────────┘                 ▲      │
│                                      ⎯ Play │      │
│         [keyboard illustration]              │     │
│                Controller Section                  │
│ (controllers such as keyboard, pitch bend/modulation lever, etc.) │
└─────────────────────────────────────────────────┘
```
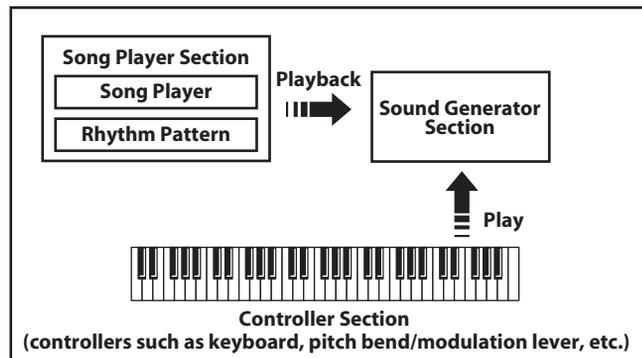
Controller section

This section consists of a keyboard, pitch bend/modulation lever, the panel buttons and knobs, D Beam controller, and pedals connected to the rear panel. The performance information generated when you press/release a key or press a hold pedal are transmitted as MIDI messages to the sound generator section and/or an external MIDI device.

Sound generator section

This section produces the sound. It receives MIDI messages from the controller section, song player section, or an external MIDI device, generates musical sound according to the MIDI messages that were received, and outputs the sound from the OUTPUT jacks and PHONES jack.

Song Player section

The Song Player is used to play back audio files or SMF saved in USB memory.

It can also play rhythm patterns in a variety of styles.

You can play along on the keyboard accompanied by the song or rhythm pattern played by the Song Player.

MEMO　When using the JUNO-Di's Song Player to play songs, you can create a "playlist" to specify the order in which songs will play. To create playlists, you need to use the included "Playlist Editor." For details, refer to "Using JUNO-Di Editor/Librarian/Playlist Editor" (p. 85).

Keyboard Settings for Playing the JUNO-Di

Broadly speaking, there are two ways to play the JUNO-Di. One way is to play using just a single tone (e.g., the sound of a piano or guitar). The other way is to play more than one tone simultaneously; for example, by playing a bass tone with your left hand and a piano tone with your right hand.

Playing a single tone

Use the [RHYTHM]–[SYNTH] tone buttons to select the sound you want to play.

The sounds are assigned to the tone buttons by category, and there are further sub-categories beneath each tone button. For example, the [PIANO] button lets you select both piano sounds and electronic piano sounds, while the [GUITAR/BASS] button lets you select guitar sounds and bass sounds. To select a sub-category, press the desired tone button and then use the [◄] [►] buttons. If user tones have been saved, you can also use the [►] button to select user tones.

The [RHYTHM] button lets you select rhythm sets that allow you to play percussion instrument sounds from the keyboard.

You can edit the effect settings and other settings of a tone, and save your changes for each sound.

Tones you've edited can be saved as "user tones" in memory numbers 501 through 628.

Playing more than one tone

To select settings that allow you to play multiple tones, turn the [PERFORM] button on (lit).

Of the settings that allow you to play multiple tones, the "Split," "Dual," and "Super Layer" settings (explained below) can be turned on using the [SPLIT] button, [DUAL] button, and [SUPER LAYER] button, respectively.

Use the [PERFORM] button when you want to play multiple tones other than these.

If you've edited the settings or created new settings, you can save them as "user performances" in memory numbers 501 through 564.

If you saved user performances, you can select them by pressing the [PERFORM] button and then pressing the [►] button.

Playing different tones with your right and left hands (Split)

The "Split" function can be used when you want to play different tones with your right and left hands. For example, you might use this to play a piano tone with your right hand while playing a bass tone with your left hand.

First, select the tone that you want to use for your right hand. Then press the [SPLIT] button; the keyboard will be divided into right-hand and left-hand zones, allowing you to select and play the tone for your left hand.

The key at which the keyboard is divided into right-hand and left-hand zones is called the "split point." You can change and save the split point if desired.

For more about the Split function, refer to p. 33.

Playing two layered sounds (Dual)

Use the "Dual" function when you want to play two tones layered. For example, you might use this to play a piano tone layered with a strings tone.

Select one of the tones you want to use, and then press the [DUAL] button. Now you'll hear two tones, and you can select and play the other tone that you want to layer with the first.

For more about the Dual function, refer to p. 31.

Playing a single tone with more richness or spaciousness (Super Layer)

"Super layer" lets you layer a single tone with multiple detuned copies of itself, creating a thick and spacious sensation. This is particularly effective on synth lead sounds.

To use the Super Layer function, select the tone that you want to use, and then press the [SUPER LAYER] button.

For more about the Super Layer function, refer to p. 41.

(MEMO)
Sometimes, "tones" are referred to as "patches." So, the indication "Patch" in a screen can be considered to mean "tone." In the included "JUNO-Di Editor," all settings related to tones are displayed as "Patch" settings.

(MEMO)
By using the included "JUNO-Di Editor" software you can edit the tones and performances in greater detail than possible from the JUNO-Di's front panel. For details, refer to the "JUNO-Di Editor" Help (owner's manual). Tones and performances you create using "JUNO-Di Editor" can be played on the JUNO-Di.

Favorites

"Favorites" store settings for frequently used tones and performances, allowing you to recall them by simply pressing a button.

Favorites store the number of the tone or performance.

After editing a tone or performance, you can store it in user memory and then register it as a favorite.

For further information, see p. 45, p. 46.

Rhythm Sets

A rhythm set is a set of percussion instrument sounds or sound effects.

When you press the [RHYTHM] sound button a rhythm set will be selected, allowing you to play percussion instrument sounds from the keyboard.

If you've selected a rhythm set, each key (note number) will play a different percussion instrument sound.

The same key will play different sounds if you select a different rhythm set.

For details on the percussion instrument sounds played by each key, refer to the "Rhythm Set List" (p. 116).

About the Effects

The JUNO-Di has built-in effect units, and you can independently edit each unit's settings.

Multi-effects

The multi-effects are multi-purpose effects that completely change the sound type by changing the sound itself.

Contained are 79 different effects types; select and use the type that suits your aims.

In addition to single effects such as distortion or flanger, a broad range of other effect types are provided. Some multi-effect types include chorus or reverb, but these are independent of the chorus and reverb effects described below.

You can use up to three different multi-effects simultaneously. They are labeled MFX1, MFX2, and MFX3, respectively. For one tone you can use one multi-effect.

(MEMO)
If you want to use MFX3, make settings from the included "JUNO-Di Editor."

Chorus and reverb

For one tone you can use one chorus effect and one reverb effect.

Chorus adds depth and spaciousness to the sound.

You can select whether to use this as a chorus effect or a delay effect.

Reverb adds the reverberation characteristics of halls or auditoriums.

Five different types are offered, so you can select and use the type that suits your purpose.

You can make chorus and reverb settings independently for when playing a tone by itself and for when using that tone with the Split, Dual, or Super Layer functions (when the [PERFORM] button is lit).

This means that even for the same tone, you can make and use different settings when using that tone with the Split, Dual, and Super Layer functions.

About Memory

Tones and other settings are stored in what is referred to as memory. There are three kind of memory: temporary, rewritable, and non-rewritable.

USB Memory

Song
SMF
Audio File

System
User

Restore   Backup

JUNO-Di

System

Preset

Performance

Rhythm Set

GM (GM2)

Patch

Patch

Rhythm Set

User

Patch

Rhythm Set

Performance

Favorites

Select   Select   Select   Select   Write
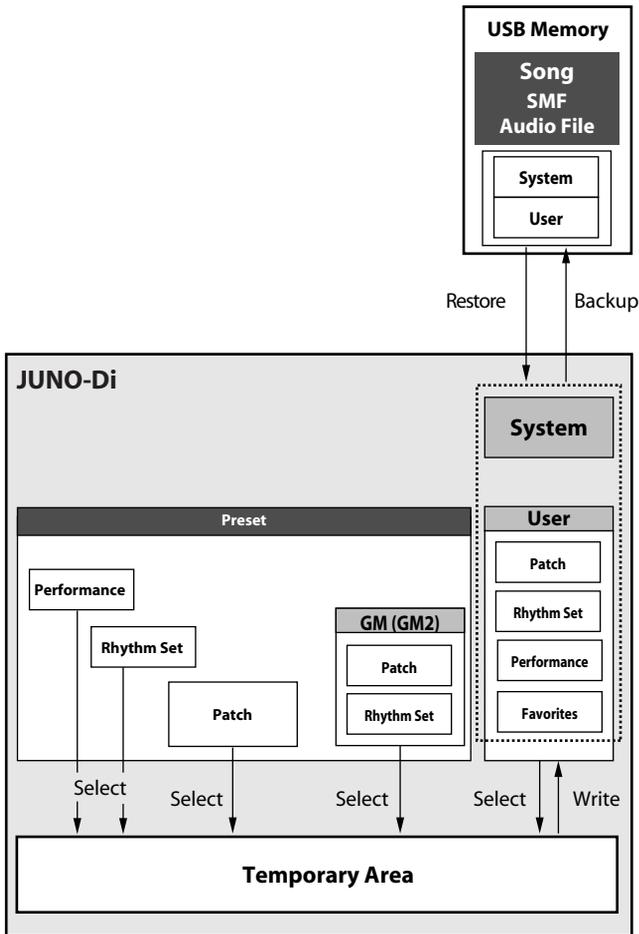
Temporary Area

TERM

"Performance" refers to settings that let you play more than one tone at once, such as Split, Dual, or Super Layer settings.

Temporary memory

Temporary area

This is the area that holds the data for the tone or performance that you've selected using the panel buttons.

When you play the JUNO-Di, sound is produced based on data in the temporary area. When you edit a tone or performance, you do not directly modify the data in memory; rather, you call up the data into the temporary area, and edit it there.

Settings in the temporary area will be lost when the power is turned off or when you select another tone/performance. To keep the settings you have modified, you must write them into user memory.

Rewritable memory

User memory

User memory is where you normally store the data you need.

To store a tone, rhythm set, or performance setting, you must execute the corresponding save operation (P. 62).

Favorites you've registered are also saved in user memory.

System memory

System memory stores system parameter settings that determine how the JUNO-Di functions.

System settings are saved automatically when you exit the system setting screen.

"MIDI controller mode settings" and "the tones that are selected first by each tone button" are also saved in system memory.

USB memory

The following settings can be backed up together to USB memory.

- User tones (rhythm sets)
- User performances
- Favorites
- MIDI controller mode settings
- System settings
- The tones that are selected first by each tone button

Non-rewritable memory

Preset memory

Data in Preset memory cannot be rewritten.

However, you can call up settings from preset memory into the temporary area, modify them and then store the modified data in rewritable memory.

Basic Operation of the JUNO-Di

The [SHIFT] Button's Function
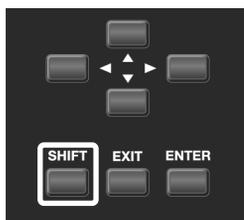
By holding down the [SHIFT] button and pressing another button, you can access the screen for making settings related to that button. (In other words, the [SHIFT] button provides a shortcut to the corresponding screen.)

For example, if you hold down the [SHIFT] button and press the [PIANO] button, the MFX setting screen will appear.

For details, refer to the page where a particular function is explained.

MEMO

For details, refer to "Shortcut List" (p. 131).

Editing a Value

Moving the cursor

Each single screen displays multiple items.

To change the setting of an item, move the cursor to that item.

Also, to select an item, move the cursor to that item.

Cursor

Move the cursor with the cursor buttons.

Moving between pages

If an arrow like the one in the illustration is shown in the left or right of the screen, this means that another page exists in the direction of the arrow.

Use the [◄] [►] cursor buttons to move between pages.

Changing a value

To change the value, use the dial.

Turning the dial clockwise increases the value, counterclockwise decreases the value.

The value will change in larger steps if you hold down the [SHIFT] button while turning the dial.

Entering a Value ([NUMERIC] Button)

If you turn the [NUMERIC] button on, you'll be able to use the [RHYTHM (0)]–[PERFORM (9)] buttons to enter numeric values.

You can use this method to numerically specify tone numbers, performance numbers, or MIDI program change numbers.

1. **Use the [▲] [▼] buttons to move the cursor to the number that you want to change.**

2. **Press the [NUMERIC] button, so it's lit.**
   The [0]–[9] buttons will light.

3. **Use the [0]–[9] buttons to enter a numerical value, and then press the [ENTER] button.**
   Your input will be finalized, and the illumination of the [0]–[9] buttons will return to their previous state.

   If you press the [NUMERIC] button once again without pressing the [ENTER] button, the [0]–[9] buttons will return to their previous state without the number being changed.

TIP

If you've pressed the [NUMERIC] button and are entering a numeric value, pressing the [EXIT] button will reset the value you were entering.

Assigning a Name

On the JUNO-Di, you can assign names to each tone, rhythm set, performance. The procedure is the same for any type of data.

```
[PATCH WRITE]
  To:501:
  Name:88StageGrand
```

1. **Use the [◄] [►] buttons to move the cursor to the location where you wish to input a character.**

2. **Turn the dial to specify the character.**

   Available Characters/Symbols

   space, A–Z, a–z, 0–9, ! " # $ % & ' ( ) * + , - . / : ; < = > ? @ [\ ] ^ _ ` { | }

Changing the Tempo

The tempo setting is common to the entire JUNO-Di.

The following functions use this setting as their tempo.

- Rhythm patterns
- Arpeggio
- Song (SMF) playback

1. **Press the [TAP TEMPO] button.**

   The tempo setting is shown in the top line of the screen.

```
< TEMPO      120  >
  PIANO
  Pf001
```

2. **Press the [TAP TEMPO] button three or more times at the desired tempo.**

   The tempo will be set to the interval at which you pressed the button.

3. **When you have made the setting, press the [EXIT] button.**

   TIP
   When the tempo setting is displayed, you can use the dial to directly change the tempo setting.

   MEMO
   The tempo setting you've changed as described above will be discarded when you turn off the power. If you want the tempo setting to be retained even while the power is turned off, use the System setting "System Tempo" (p. 75) to specify it.

   MEMO
   If you set the system setting "Sync Mode" (p. 76) to "SLAVE," the tempo value will be shown as "MIDI"; the tempo will be determined by MIDI clock messages from an external MIDI device.

Main Screen

The screen in which the upper line indicates the name of the tone or setting (performance name) is called the "main screen."

Normally, pressing the [EXIT] button a number of times will take you to the main screen.

The main screen for settings that play a single sound

```
001:88StageGrand
  PIANO
  Pf001
```

- The top line shows the name of the sound.
- This screen will be shown immediately after you turn on the power.

The main screen for settings that play multiple sounds

```
001:Bass / Piano
  U Pf001:88StageGrand
  L Gt058:Finger Bs 3
```

- The top line shows the name of the setting (performance name).

The "*" indication in the main screen

When you edit the sound or performance settings (e.g., when you change the lower sound of a split), an "*" will appear in the main screen.

```
001:Temp Perform *
  U Pf063:EP Trem 1
  L Gt056:Finger Bs 1
```

- For settings that play a single sound, an "*" will be added to the sound name in the main screen when you edit the sound's settings (Patch Edit; p. 59 or Rhythm Edit; p. 60).
- For settings that play multiple sounds, an "*" will be added to the performance name in the main screen when you switch the sounds you're playing or when you edit the settings (Part Edit; p. 60).
- For settings that play multiple sounds, an "*" will be added to the sound name in the main screen when you edit the sound settings (Patch Edit; p. 59, Rhythm Edit; p. 60).

When you save the sound or settings (performance) indicated by the "*" to user memory, the "*" will disappear from the main screen.

NOTE
Settings you've edited will be lost when you turn off the power or select another sound. If you want to keep the changes you made, save them to user memory.
For more information about saving, see "Saving Your Settings" (p. 62).

Detailed Tone Settings

Tone Settings

Editing a Tone's Volume, Portamento, Mono/Poly, or Bend Range (Patch Edit)

The process of modifying a tone's settings is called "patch editing (PATCH EDIT)."

To edit the currently selected tone, proceed as follows.

1. **Press the [MENU] button.**

    The "MENU" screen will appear.

2. **Use the [▲] [▼] buttons to select "EDIT," and press the [ENTER] button.**

3. **Using the [◄] [►] buttons, get "PATCH EDIT" to be indicated in the upper line of the screen.**

    ```
    PATCH EDIT            ▶
     Patch Level      127
    ▾Portamento Sw    OFF
    ```

    TIP You can access the edit screen of step 3 by holding down the [SHIFT] button and pressing the [RHYTHM] button.

    If you're using split or dual, the part name is shown in the upper line of the screen.

    For split

    U: Upper (UPPER) part

    L: Lower (LOWER) part

    For dual

    1: Part 1

    2: Part 2

4. **Use the [▲] [▼] buttons to move the cursor to the item that you want to edit.**

5. **Use the dial to set the desired value.**

Item	Value	Description
Patch Level	0–127	Specifies the volume of the tone.
Portamento Sw	OFF, ON	Specifies whether the portamento effect will be applied (ON) or not (OFF). * Portamento is an effect which smoothly changes the pitch from the first-played key to the next-played key. By applying portamento when the Mono/Poly is "MONO," you can simulate slide performance techniques on a violin or similar instrument.
Portamento Time	0–127	When portamento is used, this specifies the time over which the pitch will change. Higher settings will cause the pitch change to the next note to take more time.
Mono/Poly	MONO, POLY	Specifies whether the patch will play polyphonically (POLY) or monophonically (MONO). The "MONO" setting is effective when playing a solo instrument patch such as sax or flute. **MONO**: Only the last-played note will sound. **POLY**: Two or more notes can be played simultaneously.
Bend Range Up	0–+48	Specifies the degree of pitch change in semitones when the pitch bend lever is all the way right. For example, if this parameter is set to "+12," the pitch will rise one octave when the pitch bend lever is moved to the right-most position.
Bend Range Down	0–-48	Specifies the degree of pitch change in semitones when the pitch bend lever is all the way left. For example if this is set to "-48" and you move the pitch bend lever all the way to the left, the pitch will fall 4 octaves.

6. **Press the [EXIT] button to leave the edit screen.**

    NOTE The changes you make are temporary; they will be discarded when you turn off the power or select a different tone. If you want to keep the changes you make, you must write them into memory (p. 62).

    MEMO When you use Patch Edit to modify the settings, an "*" will appear next to the tone name in the main screen. The "*" will disappear when you save that tone (p. 62).

Editing a Rhythm Set's Volume (Rhythm Edit)

The process of modifying a rhythm set's (p. 55) settings is called "rhythm editing (RHYTHM EDIT)."
To edit the currently selected rhythm set, proceed as follows.

1. **Press the [MENU] button.**

   The "MENU" screen will appear.

2. **Use the [▲] [▼] buttons to select "EDIT," and press the [ENTER] button.**

3. **Using the [◄] [►] buttons, get "RHYTHM EDIT" to be indicated in the upper line of the screen.**

```
RHYTHM EDIT        ▶
  Rhythm Level    120
```

TIP You can access the edit screen of step 3 by holding down the [SHIFT] button and pressing the [RHYTHM] button.

If you're using split or dual, the part name is shown in the upper line of the screen.

For split

U: Upper (UPPER) part

L: Lower (LOWER) part

For dual

1: Part 1

2: Part 2

4. **Use the [▲] [▼] buttons to move the cursor to the item that you want to edit.**

5. **Use the dial to set the desired value.**

Item	Value	Description
Rhythm Level	0–127	Specifies the volume of the rhythm set.

6. **Press the [EXIT] button to leave the edit screen.**

NOTE The changes you make are temporary; they will be discarded when you turn off the power or select a different tone. If you want to keep the changes you make, you must write them into memory (p. 62).

MEMO When you use Rhythm Edit to modify the settings, an "*" will appear next to the tone name in the main screen. The "*" will disappear when you save that tone (p. 62).

Editing the Volume of Each Part in a Split, Dual, or Super Layer (Part Edit)

When using settings that play more than one tone at a time (i.e., when the [PERFORM] button is lit), "part editing (PART EDIT)" is the process of modifying the settings of each part to which the tones are assigned.

1. **Press the [MENU] button.**

   The "MENU" screen will appear.

2. **Use the [▲] [▼] buttons to select "EDIT," and press the [ENTER] button.**

3. **Using the [◄] [►] buttons, get "PART EDIT" to be indicated in the upper line of the screen.**

```
◄PART EDIT
  Upper Level     100
  Lower Level     100
```

(Example screen: Split)

TIP You can access the edit screen of step 3 by holding down the [SHIFT] button and pressing the [PERFORM] button.

4. **Use the [▲] [▼] buttons to move the cursor to the item that you want to edit.**

5. **Use the dial to set the desired value.**

Item	Value	Description
Part 1 (Upper) Level	0–127	Adjusts the volume of Part 1. When using Split, this adjusts the Upper volume.
Part 2 (Lower) Level	0–127	Adjusts the volume of Part 2. When using Split, this adjusts the Lower volume.

MEMO In the case of Super Layer, only Part 1 will be shown, and the overall volume balance will be adjusted.

6. **Press the [EXIT] button to leave the edit screen.**

NOTE The changes you make are temporary; they will be discarded when you turn off the power or select a different tone. If you want to keep the changes you make, you must write them into memory (p. 62).

MEMO When you use Part Edit to modify the settings, an "*" will appear next to the tone name or performance name. This "*" will disappear when you save that tone or performance (p. 62).

MEMO If you're using settings that play more than one tone at a time (i.e., when the [PERFORM] button is lit) and Split, Dual, and Super Layer are all turned off, you'll be able to select Part 3–Part 16 in step 4. (E.g., when you press the [PERFORM] button and select "64: GM2 Template.")

Editing the Effects (MFX/Chorus/Reverb) (Effect Edit)

The process of modifying the effect settings is called "effect editing."

You can make effect settings independently for when playing a tone by itself and for when using Split, Dual, or Super Layer (when the [PERFORM] button is lit).

When playing a single tone

You can use multi-effect (MFX), chorus, and reverb for each tone.

When playing more than one tone

For each setting, you can use a maximum of three multi-effects (MFX1, MFX2, MFX3), one chorus, and one reverb. For Split or Dual, you can use two multi-effects (MFX1, MFX2).

The details are as follows.

For Super Layer

MFX1 applied to all parts.

For Split

MFX1 applied to upper, MFX2 applied to lower.

For Dual

MFX1 applied to part 1, MFX2 applied to part 2.

Otherwise

You can use the included "JUNO-Di Editor" to edit MFX1–3.

MEMO

Use the included "JUNO-Di Editor" if you want to make detailed settings for the MFX used by each part.

1. **Press the [MENU] button.**

   The "MENU" screen will appear.

2. **Use the [▲] [▼] buttons to select "EDIT," and press the [ENTER] button.**

3. **Use the [◄] [►] buttons to make the desired effect appear in the upper line of the screen.**

   The available effects will depend on the current selection.

   When only one tone is selected

   "MFX," "CHORUS," "REVERB"

   When using Super Layer

   "MFX1," "CHORUS," "REVERB"

   When using Split or Dual

   "MFX1," "MFX2," "CHORUS," "REVERB"

   Otherwise

   "MFX1," "MFX2," "MFX2," "CHORUS," "REVERB"

   ```
   ◄MFX1: ON            ►
    79:VOCODER
   ▼Mic Sens        110
   ```

   TIP

   You can access the edit screen of step 3 by holding down the [SHIFT] button and pressing the [PIANO] button.

4. **Use the [▲] [▼] buttons to move the cursor to the item that you want to edit.**

5. **Use the dial to set the desired value.**

MFX1–3		
Item	**Value**	**Description**
MFX 1–3 switch	OFF, ON	Specifies whether MFX 1–3 will be used (ON) or not used (OFF). * This setting is common to the entire JUNO-Di. * This setting cannot be saved.
00: THRU–79: VOCODER (MFX Type)	00–79	Selects the types of multi-effects that MFX1–3 will use. Choose "00: THRU" if you don't want to apply a multi-effect.
Items for each MFX type		The editable items for the selected MFX type will be displayed. Refer to "Multi-Effects Parameters (MFX1–3, MFX)" (p. 93).
Cho Send Level	0–127	Adjusts the amount of chorus for the sound that passes through multi-effects. If you don't want to add the chorus effect, set it to "0."
Rev Send Level	0–127	Adjusts the amount of reverb for the sound that passes through multi-effects. If you don't want to add the reverb effect, set it to "0."

CHORUS		
Item	**Value**	**Description**
Chorus switch	OFF, ON	Specifies whether chorus will be used (ON) or not used (OFF). * This setting is common to the entire JUNO-Di. * This setting cannot be saved.
00: OFF–03: GM2 CHORUS (Chorus Type)	00–03	Selects the types of chorus. Choose "00: OFF" if you don't want to apply a chorus.
Items for each chorus type		Edit the parameters for the selected chorus type. Refer to "Chorus Parameters" (p. 104).

REVERB		
Item	**Value**	**Description**
Reverb switch	OFF, ON	Specifies whether reverb will be used (ON) or not used (OFF). * This setting is common to the entire JUNO-Di. * This setting cannot be saved.
00: OFF–05: GM2 REVERB (Reverb Type)	00–05	Selects the types of reverb. Choose "00: OFF" if you don't want to apply a reverb.
Items for each reverb type		Edit the parameters for the selected reverb type. Refer to "Reverb Parameters" (p. 104).

6. **Press the [EXIT] button to leave the edit screen.**

NOTE The changes you make are temporary; they will be discarded when you turn off the power or select a different tone. If you want to keep the changes you make, you must write them into memory.

MEMO When you use Effect Edit to modify the settings, an "*" will appear next to the tone name or performance name. This "*" will disappear when you save that tone or performance.

MEMO When you use settings that play multiple tones, the "MFX SOURCE" setting determines whether the effect settings will be taken from the performance or from the patch (tone). You'll need to use the included "JUNO-Di Editor" to view or change this setting.

Specifying the Tone that will be First Selected by a Tone Button

You can specify the tone that will be first selected when you press a tone button immediately after turning on the power.

1. **Select the tone that you want to specify.**

2. **Hold down the [WRITE] button and press the tone button that's currently lit.**

    The next time you turn on the power, pressing that tone button will select the tone you selected in step 1.

    NOTE You can't specify a tone button of a different category than the one you selected in step 1.

    TIP You can recall the sound you switched here by pressing the tone button twice in succession.

Saving Your Settings

If you've edited the settings, remember that your changes will be lost when you turn off the power or select a different sound. If you want to keep the changes you made, you must save them.

Settings you save are stored in user memory, starting with number 501.

MEMO When you edit a tone or performance settings, an "*" will appear next to the tone name or performance name in the screen. This "*" will disappear when you save the settings.

NOTE When you save settings, the data that was previously in that location will be overwritten.

1. **Select the tone or performance that you want to save.**

    If you're using settings that play more than one tone (i.e., when the [PERFORM] button is lit), the data that's saved will depend on the location of the cursor.

    For example if you're using split, the Performance (settings that choose the tones to play) will be saved if the cursor is in the upper line of the screen. If the cursor is in the middle line of the screen, the Upper tone will be saved. In this case, the "PATCH WRITE" screen will indicate "U." If the cursor is in the bottom line of the screen, the Lower tone will be saved.

2. **Press the [WRITE] button.**

    The "WRITE" screen will appear.

    If you're saving a tone, the "PATCH WRITE" screen will appear.

    If you're saving a rhythm set, the "RHYTHM SET WRITE" screen or "RHYTHM WRITE" screen will appear.

    If you're saving a performance (settings for playing multiple tones), the "PERFORM WRITE" screen will appear.

3. **Use the dial to select the save-destination number.**

4. **Press the [▼] button to move the cursor to the bottom line of the screen.**

5. **Assign a name.**

    For details on how to assign a name, refer to p. 58.

6. **When you've finished assigning a name, press the [ENTER] button or the [WRITE] button.**

    A confirmation message will appear.

7. **Press the [ENTER] button to save your settings.**

    If you decide not to save, press the [EXIT] button.

    NOTE Never turn off the power while data is being saved.

Detailed Settings for Performance Functions

Using the D Beam Controller to Modify the Sound

The D Beam controller can be used simply by waving your hand over it. It can be used to apply various effects, depending on the function that is assigned to it.

1. **Press either the D BEAM [SOLO SYNTH], [EXPRESSION], or [ASSIGNABLE] button to turn on the D Beam controller.**

Button	Description
[SOLO SYNTH]	You can use the D Beam controller to play the JUNO-Di like a monophonic synthesizer.
[EXPRESSION]	This button lets you use the D Beam controller to create expressive changes in the volume.
[ASSIGNABLE]	You can assign various functions to be controlled by the D Beam controller.

2. **While you play the keyboard to produce sound, place your hand above the D Beam controller and move it slowly up and down.**

    An effect will be applied to the sound, depending on the function that is assigned to the D Beam controller.

3. **To turn off the D Beam controller, once again press the button you pressed in step 1 so the indicator goes out.**

The usable range of the D Beam controller

The diagram shows the usable range of the D Beam controller. Waving your hand outside this range will produce no effect.

When the D Beam controller is responding to your movement, the D BEAM button that had been lit will blink.
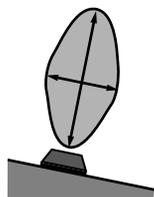
(MEMO)

The usable range of the D Beam controller will become extremely small when used under strong direct sunlight. If it does not function as you expect, adjust the sensitivity as appropriate for the brightness of your location.

→ "Making Settings that are Common to the Entire JUNO-Di (SYSTEM)" on "DBEAM SETTINGS" (p. 76)

D Beam Controller Settings

1. **Press one of the D BEAM [SOLO SYNTH], [EXPRESSION], or [ASSIGNABLE] button so it's lit.**

    The edit screen for the button you pressed will appear.

    TIP
    By holding down the [SHIFT] button and pressing one of the D BEAM buttons, you can access the edit screen without changing the D Beam controller's on/off setting.

    *   "SOLO SYNTH" screen

    ```
    << D BEAM >>
    SOLO SYNTH
    ▼Level          40
    ```

    *   "EXPRESSION" screen

    ```
    << D BEAM >>
    EXPRESSION
    ▼Range Min     127
    ```

    *   "ASSIGNABLE" screen

    ```
    << D BEAM >>
    ASSIGNABLE
    ▼Type    MODULATION
    ```

2. **Use the [▲] [▼] buttons to move the cursor to the item that you want to edit.**

3. Use the dial to set the desired value.

SOLO SYNTH			
Item	**Value**	**Description**	
Level	0–127	Sets the volume of the Solo Synth.	
Range	2OCT, 4OCT, 8OCT	Sets the Solo Synth to a pitch range of 2 octaves, 4 octaves, or 8 octaves.	

EXPRESSION			
Item	**Value**	**Description**	
Range Min	0–127	Lower limit of the range of the Expression. The effect will be applied when the position of your hand above the D Beam controller is lower than this value.	
Range Max	0–127	Upper limit of the range of the Expression. The effect will be applied when the position of your hand above the D Beam controller is above this value. * By setting "Range Max" below "Range Min" you can invert the range of change.	Range Min Range Max

ASSIGNABLE			
Item	**Value**	**Description**	
Type	MODULATION, PORTA-TIME, VOLUME, PAN, PORTAMENTO, SOSTENUTO, RESONANCE, RELEASE-TIME, ATTACK-TIME, CUTOFF, DECAY-TIME, VIB-RATE, VIB-DEPTH, VIB-DELAY, CHORUS-SEND, REVERB-SEND, AFTERTOUCH, BEND-UP, BEND-DOWN, START/STOP	The D Beam controller can control the following functions. The number in parentheses ( ) is the controller number of the control change message produced by the D Beam controller when the corresponding function is assigned. * The target of the following functions will depend on the current settings. For details, refer to the note that follows the table. **MODULATION (CC01):** Vibrato **PORTA-TIME (CC05):** Portamento time (p. 59) **VOLUME (CC07):** Level **PAN (CC10):** Pan (left/right position of the tone) **PORTAMENTO (CC65):** Portamento switch (p. 59) **SOSTENUTO (CC66):** The sound will be sustained only for keys that were already pressed. **RESONANCE (CC71):** Resonance (p. 66) **RELEASE-TIME (CC72):** Release time (p. 65) **ATTACK-TIME (CC73):** Attack time (p. 65) **CUTOFF (CC74):** Cutoff (p. 66) **DECAY-TIME (CC75):** Decay time (p. 65) **VIB-RATE (CC76):** Vibrato speed **VIB-DEPTH (CC77):** Vibrato depth **VIB-DELAY (CC78):** Vibrato delay time **CHORUS-SEND (CC93):** The amount of the chorus **REVERB-SEND (CC91):** The amount of the reverb **AFTERTOUCH:** Channel aftertouch **BEND-UP:** The pitch will rise when you bring your hand closer to the D Beam controller. The amount of available pitch change is determined by the value set for "Bend Range Up" (p. 59). **BEND-DOWN:** The pitch will fall when you bring your hand closer to the D Beam controller.The amount of available pitch change is determined by the value set for "Bend Range Down" (p. 59). **START/STOP:** By moving your hand over the D Beam you can start/stop the Song Player (p. 72) or Rhythm Pattern (p. 74).	
Range Min	0–127	Lower limit of the range of the D Beam controller. The effect will be applied when the position of your hand above the D Beam controller is lower than this value.	
Range Max	0–127	Upper limit of the range of the D Beam controller. The effect will be applied when the position of your hand above the D Beam controller is above this value. * By setting "Range Max" below "Range Min" you can invert the range of change.	

* The target affected by the function assigned by "Type" will depend on the settings of JUNO-Di.
  If you're playing a single sound, the effect will apply to the currently selected sound.
  If you're playing multiple sounds (i.e., when the [PERFORM] button is lit), the effect will apply as follows.
  • In Dual or Super Layer mode: all parts
  • In Split, or otherwise: the currently selected part

4. Press the [EXIT] button to leave the edit screen.

Using the Knobs to Modify the Sound (SOUND MODIFY)

You can use the SOUND MODIFY knobs to modify the sound in real time.

MEMO
If you've selected a rhythm set when playing a single sound at a time (i.e., if the [PERFORM] button is unlit), the ENVELOPE [ATTACK] and [RELEASE] knobs and the [CUTOFF] and [RESONANCE] knobs will apply to each individual key.
When you turn one of these knobs, the currently selected key will be indicated (e.g., C4).
To change the key to which the effect is to be applied, press a key and specify a new key name.

MEMO
The values modified by each SOUND MODIFY knob will depend on the JUNO-Di's settings. For details, refer to the table for each explanation.

MEMO
If you're using settings that play more than one tone at a time (i.e., if the [PERFORM] button is lit), the target affected by these modifications will depend on the current settings.
For dual or super layer
All parts
For split, or in other cases
The currently selected part

NOTE
For some sounds, the knobs may not have an effect.

Modifying how the volume changes (ENVELOPE [ATTACK]/[RELEASE] knobs)

The "envelope" is the shape of the volume changes from when an instrument begins sounding until it decays to silence. On a keyboard instrument, the envelope specifies the way that the volume changes, starting when you press a key, and how it decays after you release the key.
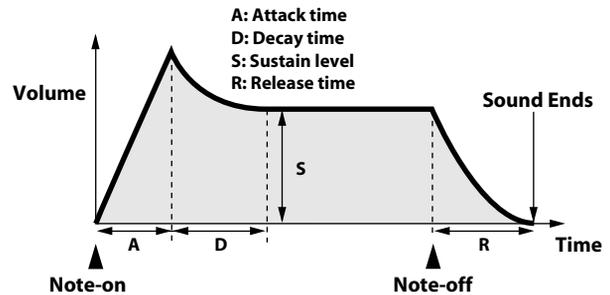
A: Attack time: Time from when you press the key until the sound reaches its maximum level

D: Decay time: Time over which the level decays from the maximum to the sustain level.

S: Sustain level: Volume at which the sound will be sustained while you hold down the key

R: Release time: Time over which the sound decays after you release the key

On the JUNO-Di, you can use the two ENVELOPE knobs to adjust the A (Attack) and R (Release) times of the currently selected tone.

[ATTACK] knob	Adjusts the time from when you press the key until the sound reaches the maximum level. Turning the knob toward the right will lengthen the attack time, and turning it toward the left will shorten the attack time.	
What is affected by the change (JUNO-Di setting)	**Item**	**Value**
Each part ([PERFORM] button lit)	ATK OFFSET * (Attack Time Offset)	-64–+63
Tone ([PERFORM] button extinguished)	ATTACK TIME OFFSET *	-63–+63
Rhythm Set ([PERFORM] button extinguished)	AMP ENV T1*	0–127

[RELEASE] knob	Adjusts the time from when you release the key until the sound is no longer heard. Turning the knob toward the right will lengthen the release time, and turning it toward the left will shorten the release time.	
What is affected by the change (JUNO-Di setting)	**Item**	**Value**
Each part ([PERFORM] button lit)	REL TIME OFFSET * (Release Time Offset)	-64–+63
Tone ([PERFORM] button extinguished)	RELEASE TIME OFFSET *	-63–+63
Rhythm Set ([PERFORM] button extinguished)	AMP ENV T4 *	0–127

MEMO
Items indicated by an "*" in the table are displayed in the included "JUNO-Di Editor."

Modifying the tonal character ([CUTOFF]/[RESONANCE] knobs)

You can use these knobs to adjust the filter that cuts or boosts specific frequency regions of the sound.

These affect the following parameters of the currently selected tone.

[CUTOFF] knob	Adjusts the frequency (cutoff frequency) at which the filter begins to be applied. Turning the knob toward the right will brighten the sound, and turning it toward the left will darken the sound.	
What is affected by the change (JUNO-Di setting)	**Item**	**Value**
Each part ([PERFORM] button lit)	COF OFFSET * (Cutoff Offset)	-64–+63
Tone ([PERFORM] button extinguished)	CUTOFF OFFSET *	-63–+63
Rhythm Set ([PERFORM] button extinguished)	UTOFF *	0–127

[RESONANCE] knob	Boosts the sound in the vicinity of the cutoff frequency, adding a distinctive character to the sound. Turning the knob toward the right will strengthen this character, and turning the knob toward the left will weaken it.	
What is affected by the change (JUNO-Di setting)	**Item**	**Value**
Each part ([PERFORM] button lit)	RES OFFSET * (Resonance Offset)	-64–+63
Tone ([PERFORM] button extinguished)	RES OFFSET * (Resonance Offset)	-63–+63
Rhythm Set ([PERFORM] button extinguished)	RES * (Resonance)	0–127

MEMO
Items indicated by an "*" in the table are displayed in the included "JUNO-Di Editor."

Adding Reverberation ([REVERB] Knob)

You can add reverb (reverberation) to the sounds that you play from the keyboard.

By adding reverb, you can recreate the pleasant acoustics that are typical of a performance in a concert hall or similar space.

[REVERB] knob	Adjusts the amount of reverb. Turning the knob toward the right will deepen the reverb, and turning it toward the left will decrease the reverb.
Item	**Value**
Reverb Level	0–127

MEMO
The effect will be applied when "Reverb Switch" is turned "ON" in the effect edit screen. Refer to "Editing the Effects (MFX/Chorus/Reverb) (Effect Edit)" (p. 61).

Split Settings

Changing the Split Point

When using Split keyboard mode, you can change the split point (the location at which the keyboard is divided).

To change the split point, you can either specify the split point key (p. 33) or use the following shortcut.

1. **With the [SPLIT] button lit, hold down the [SHIFT] button and press the [SPLIT] button.**

   The current setting will appear.

   ```
   <SPLIT POINT C 4 >
   U Pf001:88StageGrand
   L Gt058:Finger Bs 3
   ```

2. **Use the dial to specify the desired split point.**
   Range: C#2–C7

   The split point is the lowest key of the Upper part.

3. **When you have made the setting, press the [EXIT] button.**

Making the Selected Tone the Lower Tone of a Split

When using settings that allow you to play a single tone (i.e., when the [PERFORM] button is unlit), here's how you can make the currently selected tone the Lower tone of the split.

* Normally, when you press the [SPLIT] button to turn Split on, the currently selected tone will be assigned as the Upper tone.

1. **Hold down the [▼] button and press the [SPLIT] button so it's lit.**

   Split will turn on, and the currently selected tone will be the Lower tone.

Exchanging the Two Tones in Split/Dual Mode

When Split or Dual (p. 31) are on, here's how to exchange the two selected tones.

* **With the cursor located at the tone number for upper (U) or part 1 (1) hold down the [SHIFT] button and press the [▼] button.**

* **With the cursor located at the tone number for lower (L) or part 2 (2), hold down the [SHIFT] button and press the [▲] button.**

Octave Shift Settings

"Octave Shift" is a setting that lets you change the pitch of the keyboard in steps of an octave.

1. Press the OCTAVE [DOWN] or [UP] button.

```
<  OCTAVE      -1  >
  PIANO
  Pf001
```

Pressing the [DOWN] button will lower the pitch of the currently selected tone by one octave; pressing the [UP] button will raise it by one octave.

You can change the pitch in a range of 3 octaves down (-3) to 3 octaves up (+3).

If this setting is other than "0", OCTAVE [DOWN] or [UP] button will light.

You can reset this setting to "0" by pressing OCTAVE [DOWN] and [UP] buttons simultaneously.

What's affected by the Octave Shift setting will depend on the current settings.

When playing a single Tone

The octave of the selected tone will change. The setting cannot be saved.

When playing multiple Tones

The current settings will determine what is affected by Octave Shift.

For Dual or Super Layer

The octave of all parts will change.

You can save the Octave setting of each part by saving the performance settings (Performance).

For Split or otherwise

The octave of the currently selected tone (part) will change.

You can set this independently for each part.

You can save the Octave setting of each part by saving the performance settings (Performance).

Arpeggio Settings

cf.
For more about the Arpeggio function, refer to "Playing Arpeggios—[ARPEGGIO] Button" (p. 37).

NOTE
The arpeggio settings cannot be saved.

1. Press the [ARPEGGIO] button so it's lit. Alternatively, hold down the [SHIFT] button and press the [ARPEGGIO] button.

The "ARPEGGIO" screen appears.

```
<<  ARPEGGIO  >>
001:Basic 1 (a)
 Arpeggio Hold   OFF
```

TIP
By holding down the [SHIFT] button and pressing the [ARPEGGIO] button, you can access the "ARPEGGIO" screen without turning the arpeggio function on/off.

2. Use the [▲] [▼] buttons to move the cursor to the item that you want to edit.

3. Use the dial to set the desired value.

Item	Value	Description
(Arpeggio Style)	001–128	This selects the arpeggio's basic performance style.
Part	Part1 (Upper), Part2 (Lower), Part3–16	If you're using settings that play more than one sound at a time (i.e., if the [PERFORM] button is lit), this selects the part (only one part) that will be played by the arpeggio. If a rhythm set is assigned to a part, you can play a rhythm set along with the arpeggios. * This item is not shown if the [SUPER LAYER] button is on. * The part you select here functions for both the arpeggio and the chord memory functions.
Arpeggio Hold	ON, OFF	You can produce arpeggios even without continuing to press the keyboard.
Grid	1/4, 1/8, 1/8L, 1/8H, 1/12, 1/16, 1/16L, 1/16H, 1/24	This sets the particular note division and resolution in a "single grid" used in creating the arpeggio in an Arpeggio Style, and how much of a "shuffle" syncopation is to be to applied (none/weak/strong) to it (grid type). **1/4**: Quarter note (one grid section = one beat) **1/8**: Eighth note (two grid sections = one beat) **1/8L**: Eighth note shuffle Light (two grid sections = one beat, with a light shuffle) **1/8H**: Eighth note shuffle Heavy (two grid sections = one beat, with a heavy shuffle) **1/12**: Eighth note triplet (three grid sections = one beat) **1/16**: Sixteenth note (four grid sections = one beat) **1/16L**: Sixteenth note shuffle Light (four grid sections = one beat, with a light shuffle) **1/16H**: Sixteenth note shuffle Heavy (four grid sections = one beat, with a heavy shuffle) **1/24**: Sixteenth note triplet (six grid sections = one beat) * Grid settings are shared with the rhythm pattern.

Item	Value	Description
Duration	30–120%, Full	This determines whether the sounds are played staccato (short and clipped), or tenuto (fully drawn out). **30–120**: For example, when set to "30," the length of the note in a grid (or when a series of grids is connected with ties, the final grid) is 30% of the full length of the note set in the grid type. **Full**: Even if the linked grid is not connected with a tie, the same note continues to sound until the point at which the next new sound is specified. * Duration settings are shared with the rhythm pattern.
Motif	(See p. 68.)	This specifies what will happen if the number of keys pressed exceeds the number of notes specified by the arpeggio style. Refer to "Selecting ascending/descending variations (Motif)" (p. 68).
Velocity	REAL, 1–127	Specifies the loudness of the notes that you play. **REAL**: The velocity will change according to how strongly you strike the key. **1–127**: The notes will be sounded with the velocity you specify here, regardless of how strongly you strike the key.
Oct Range	-3–+3	This adds an effect that shifts arpeggios one cycle at a time in octave units (octave range). You can set the shift range upwards or downwards (up to three octaves up or down).
Accent	0–100	When you play arpeggios, the velocity of each arpeggiated note is determined by the velocity of the notes programmed within the arpeggio style. You can adjust the amount ("spread") of this dynamic variation. With a setting of "100," the arpeggiated notes will have the velocities that are programmed by the arpeggio style. With a setting of "0," all arpeggiated notes will be sounded at a fixed velocity.

4. **When you have made the setting, press the [EXIT] button.**

Selecting ascending/descending variations (Motif)

This selects the method used to play sounds (motif) when you have a greater number of notes than programmed for the Arpeggio Style.

* When the number of keys played is less than the number of notes in the Style, the highest-pitched of the pressed keys is played by default.

Value	Description
Up (L)	Only the lowest of the keys pressed is sounded each time, and the notes play in order from the lowest of the pressed keys.
Up (L&H)	Notes from both the lowest and highest pressed keys are sounded each time, and the notes play in order from the lowest of the pressed keys.
Up (_)	The notes play in order from the lowest of the pressed keys. No one note is played every time.
Down (L)	Only the lowest of the keys pressed is sounded each time, and the notes play in order from the highest of the pressed keys.
Down (L&H)	Notes from both the lowest and highest pressed keys are sounded each time, and the notes play in order from the highest of the pressed keys.
Down (_)	The notes play in order from the highest of the pressed keys. No note is played every time.
U/D (L)	Notes will be sounded from the lowest to the highest key you press and then back down to the lowest key, with only the lowest key sounded each time.
U/D (L&H)	Notes from both the lowest and highest pressed keys are sounded each time, and the notes play in order from the lowest of the pressed keys and then back again in the reverse order.
U/D (_)	The notes play in order from the lowest of the pressed keys, and then back again in the reverse order. No note is played every time.
Rand (L)	Notes will be sounded randomly for the keys you press, with only the lowest key sounded each time.
Rand (_)	Only the lowest of the keys pressed is sounded each time, the notes you press will be sounded randomly. No note will sound each time.
Phrase	Pressing just one key will play a phrase based on the pitch of that key. If you press more than one key, the key you press last will be used.

<Example>

Action of a Style starting from the lowest note, "1-2-3-2" when the keys "**C**-D-E-F-**G**" are played

* When "UP (L)" is selected as the motif:
  C-D-E-D → **C**-E-F-E → **C**-F-G-F (→ repeated)
* When "UP (_)" is selected as the motif:
  C-D-E-D → D-E-F-E → E-F-G-F (→ repeated)
* When "U/D (L&H)" is selected as the motif:
  C-D-**G**-D → **C**-E-**G**-E → **C**-F-**G**-F → **C**-E-**G**-E (→ repeated)

Chord Memory Settings

cf.

For more about the Chord Memory function, refer to "Playing a Chord with a Single Key—[CHORD MEMORY] Button" (p. 37).

NOTE

The chord memory settings cannot be saved.

1. **Press the [CHORD MEMORY] button so it's lit. Alternatively, hold down the [SHIFT] button and press the [CHORD MEMORY] button.**

   The "CHORD MEMORY" screen appears.

   ```
   << CHORD MEMORY >>
   001:Pop 1
   KEY:C  RollType:  UP
   ```

   TIP

   By holding down the [SHIFT] button and pressing the [CHORD MEMORY] button, you can access the "CHORD MEMORY" screen without turning the Chord Memory function on/off.

2. **Use the cursor buttons to move the cursor to the item that you want to edit.**

3. **Use the dial to set the desired value.**

Item	Value	Description
(Chord set)	001–017	Selects the type of chord set assigned to the C–B keys.
KEY	C–B	Changes the key of the chord.
Roll Type	UP, DOWN, ALT, OFF	The notes in the chord will be sounded sequentially rather than simultaneously. The speed at which the notes are sounded will depend on the force with which you strike the keys; this lets you realistically simulate guitar-like playing methods simply by using the keyboard. **UP**: Notes will be sounded in order from bottom to top. **DOWN**: Notes will be sounded in order from top to bottom. **ALT**: The order in which the notes are sounded will change each time you play the keyboard. **OFF**: The notes will be sounded as a chord.

   MEMO

   If you're using settings that play multiple tones (i.e., if the [PERFORM] button is lit), the part that is played by chord memory (only one part) is specified by the arpeggio "Part" setting (p. 67).

Favorite Settings

cf.

For more about the Favorite function, refer to "Registering and Switching to Frequently Used Tones or Settings —FAVORITE [ON/OFF] Button/[BANK] Button" (p. 46).

Viewing or Removing a Favorite

Here's how to view or remove the Favorites you've registered.

1. **Press the [MENU] button.**

   The "MENU" screen will appear.

2. **Use the [▲] [▼] buttons to select "FAVORITE UTILITY," and press the [ENTER] button.**

   The "FAVORITE UTILITY" screen will appear.

   ```
   FAVORITE UTILITY
   0-0▶  [ENT]:REMOVE
   Pf001:88StageGrand
   ```

   Favorite number   Registered content

   TIP

   You can also access the "FAVORITE UTILITY" screen by holding down the [SHIFT] button and pressing the FAVORITE [ON/OFF] button.

   The currently selected Favorite will be displayed.

   The middle line of the screen indicates the Favorite number, and the lower line indicates the registered content. If nothing has been registered as a Favorite, the screen will indicate "Not registered."

   You can perform the following operations in the "FAVORITE UTILITY" screen.

Operation	Description
[◀] [▶] buttons	Change the displayed Favorite number.
[▲] [▼] buttons	Change the displayed Favorite bank.
[ENTER] button	Removes the displayed Favorite. A confirmation screen will appear; when you press the [ENTER] button once again, the Favorite will be removed. If you decide not to remove it, press the [EXIT] button.

3. **Press the [EXIT] button to exit the "FAVORITE UTILITY" screen.**

Using the Keyboard to Control Images ([V-LINK] Button)

What is V-LINK?

V-LINK (**V-LINK**) is a function that allows music and images to be performed together. By using MIDI to connect two or more V-LINK compatible devices, you can easily enjoy performing a wide range of visual effects that are linked to the expressive elements of a music performance.

For example if you use the JUNO-Di in conjunction with Edirol P-10, you'll be able to do the following things.

- Use the JUNO-Di's keyboard (the far-left octave) to switch images.
- Use the JUNO-Di's pitch bend lever to control the image playback speed.
- You can use the JUNO-Di's knobs to control the brightness and hue of the image.

Connection Example

As an example, we will use a setup in which the JUNO-Di is connected to the EDIROL P-10. Use a MIDI cable to connect the JUNO-Di's MIDI OUT connector to the MIDI IN connector of the EDIROL P-10.

NOTE

Before connecting this unit to other devices, turn off the power to all units. This will help prevent malfunctions and/or damage to speakers or other devices.

JUNO-Di

MIDI OUT

MIDI IN

EDIROL P-10
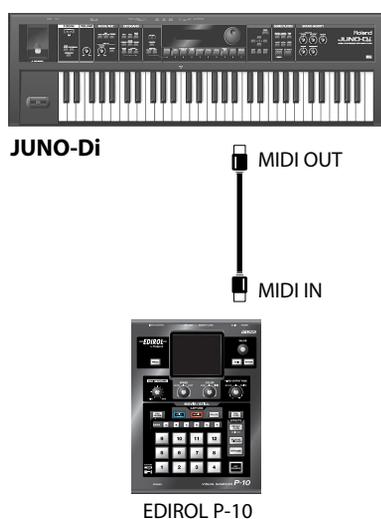
Turning the V-LINK ON/OFF

1. **Press the [V-LINK] button so it's lit.**

   The "V-LINK" screen appears, and the V-LINK setting will be on.

   ```
   << V-LINK >>
   Tx Channel        15
   Speed Ctrl     0-1-2
   ```

Operations on the JUNO-Di

By operating the JUNO-Di's keyboard and knobs, you can control the image along with your performance on the JUNO-Di.

Button/Knob/Keyboard	Description
Keys (leftmost octave)	Switch images.
[CUTOFF] knob	Controls the hue and brightness.
[RESONANCE] knob	Controls the saturation.
[REVERB] knob	Controls the image switching time.
Pitch Bend lever	Controls the playback speed.

2. **With the "V-LINK" screen shown, press the [V-LINK] button again.**

   The [V-LINK] button will go dark, and the V-LINK setting will be off.

V-LINK Settings

1. **Press the [V-LINK] button to access the "V-LINK" screen.**

   The "V-LINK" screen will appear.

   ```
   << V-LINK >>
   Tx Channel        15
   Speed Ctrl     0-1-2
   ```

2. **Use the [▲] [▼] buttons to move the cursor to the parameter you want to edit.**

3. **Use the dial to set the value.**

Item	Value	Description
Tx Channel	1–16	MIDI channel that will control the V-LINK device.
Speed Ctrl	0-1-2, 0.5-1-2, 0-1-4, 0.5-1-4, 0-1-8, 0.5-1-8, 0-1-16, 0.5-1-16, 0-1-32, 0.5-1-32, 0-2-4, 0-4-8, 0-8-16, 0-16-32, (-1)-0-1, (-2)-1-4, (-6)-1-8	Range of video playback speed The three values are the playback speeds (multiples of normal speed) at the left, center, and right positions of the pitch bend.

MEMO

The changes you make will be saved when you leave the "V-LINK" screen.

Song Player Settings

The JUNO-Di's "SONG PLAYER" has the following two functions.

You can play along on the keyboard to the accompaniment of the music played back by the song player.

Song Player

This plays back songs (audio files or SMF) saved on USB memory. You can play back songs in an order specified by a "playlist."

TERM   **Playlist:**
When playing back multiple songs on the JUNO-Di, you can create a list to specify the order in which the songs will be played. Use the included "Playlist Editor" software to create a playlist.

TERM   **Song list:**
This refers to the list of the songs specified in the playlist.

Rhythm Pattern (p. 74)

This plays back rhythm patterns for a wide variety of musical styles.

MEMO   You can't use the song player and rhythm patterns at the same time.

Playing Back Music Files (SONG PLAYER)

Here's the procedure for using the JUNO-Di's song player to play back music files.

1. Copy the data from your computer to USB memory.

Music files in SMF, WAV, AIFF, or MP3 formats can be played.
For details, refer to "SMF/Audio Files that can be Played".

2. Connect your USB memory to the JUNO-Di, and play back the music file.

NOTE
- Please use USB memory sold by Roland. We cannot guarantee operation if other products are used.
- Connect your USB memory after you've turned the JUNO-Di's power on.
- Never disconnect the USB memory while the power is turned on.

Creating a playlist

On your computer, start up the included "Playlist Editor" software and create a playlist. When you want to use the JUNO-Di to play backing tracks (accompaniment), it's convenient to create a playlist beforehand to specify the order in which the tracks should be played.

For details on how to create a playlist, refer to the "PlaylistEditorManualE.pdf" that's installed together with "Playlist Editor."

NOTE
- You'll need to use the included "Playlist Editor" to create playlists. You can't create playlists on the JUNO-Di itself.
- Playlist Editor can handle up to 999 songs and 999 playlists, but the JUNO-Di can use a maximum of 399 songs and 399 playlists.

MEMO
- You can play back individual songs without creating a playlist. In this case, you'll need to place the SMF or audio files in the root directory of your USB memory. A maximum of 99 songs can be in the root directory.
- Audio files must have a sampling frequency of 44.1 kHz in order to play them.

Folder structure

When you use the included "Playlist Editor" to create a playlist, the following folders and files are created.

Root directory
  └─ **ROLAND folder**
       └─ **PLAYLIST folder**

NOTE
Playlists may not be shown if you directly add/delete/modify the song data in the PLAYLIST folder without using Playlist Editor.

SMF/Audio Files that can be Played

SMF		
	Format	0 or 1 * For SMF format 1, there are limitations on the tracks that can be played.
	File size	Maximum of approximately 240 KB (this will change somewhat depending on the content of the SMF)
	System exclusive	Packet size must be 512 or less
Audio files		
WAV/AIFF	Sampling frequencies	44.1 kHz
	Bit depth	8/16/24-bit
MP3	Format	MPEG-1 audio layer 3
	Sampling frequency	44.1 kHz
	Bit rate	32/40/48/56/64/80/96/112/128/160/192/224/256/320 kbps, VBR (Variable Bit Rate)

Selecting and Playing a Song ([SONG LIST] Button)

1. **Connect the USB memory containing your playlists and songs to the JUNO-Di.**

2. **Press the [SONG LIST] button.**

    The button's indicator will light, and the song list screen will appear.

    ```
    ◀JUNO Sample
     ▶001:01_Piano_Balla
      002:02_Jazz_EP.wav▾
    ```

3. **Use the dial or the [▲] [▼] buttons to select the song that you want to play.**

4. **Press the [PLAY/STOP] button.**

    The selected song will play.

    TIP

    After selecting a song, you can press the [SONGLIST] button, [ENTER] button, or [EXIT] button to exit the song list screen and access the main screen. Even while the song is playing, you can change the tone played by the keyboard, and play along with the song using an appropriate sound.

5. **To stop song playback, press the [PLAY/STOP] button.**

    The next time you press the [PLAY/STOP] button, playback will resume from the point at which you stopped.

    NOTE

    *   Performance data from the SMF playback will not be transmitted from the USB COMPUTER connector.
    *   If you're playing an SMF, turn on the [PERFORM] button.
    *   If you want to play along on the keyboard while the SMF plays, select the setting that you want to play from the keyboard, and then start playback. Don't switch settings while the SMF is playing.
    *   If you play back an SMF while editing the sound settings, the contents of the temporary area may be rewritten or the data you were editing may be lost. If you want to keep the changes you've made, carry out the Write procedure to save your changes before you play back the SMF (p. 62).
    *   You can't perform Write procedure or use Utility functions (p. 77) while playing a song.
    *   Only audio files with a sampling frequency of 44.1 kHz can be played.
    *   The JUNO-Di can handle a maximum of 399 songs or playlists. (The maximum number that can be handled by Playlist Editor is 999.)

Moving the Playback Location

You can use the following buttons to move the playback location.

Button	Description
[◀◀/I◀]	Returns to the beginning of the song. If you press this at the beginning of a song, you'll move to the beginning of the preceding song. Hold down the button to rewind the song.
[▶I/▶▶]	Moves to the next song. Hold down the button to fast-forward the song.
[PLAY/STOP]	Play/stop the song.

NOTE

If you switch the song to be played while you're in a screen other than the song list screen, it may take several seconds until playback begins.

Adjusting the Volume of the Song Player

1. **Press the [LEVEL] button.**

    The indication in the upper line of the screen will change depending on the current state of the song player.

    *   If audio data is selected for the song player, this will indicate "AUDIO LEVEL."

    ```
    < AUDIO LEVEL 60 >
     PIANO
     Pf001
    ```

    *   If SMF is selected for the song player, this will indicate "SMF LEVEL."

    ```
    < SMF LEVEL 127 >
     PIANO
     Pf001
    ```

2. **Use the dial to adjust the volume.**

    The volume of the song player will change.
    Value: 0–127

3. **Press the [EXIT] button to return to the previous screen.**

    MEMO

    The "AUDIO LEVEL" and "SMF LEVEL" values you adjust as described above will be lost when you turn off the power. If you want these settings to be retained even while the power is off, specify them using the System settings "Audio Level" and "SMF Level" (p. 75).

Changing the Tempo of the Song (SMF)

You can change the playback tempo of SMF songs.
For details on operation, refer to "Changing the Tempo" (p. 58).

NOTE

Even if an audio file is selected, the tempo setting will be displayed and the value will be modified, but the tempo of the song will not change.

Selecting and Playing a Playlist

1. **Connect the USB memory containing your playlists and songs to the JUNO-Di.**

2. **Press the [SONG LIST] button.**

   The button's indicator will light, and the song list screen will appear.

3. **Press the [◄] button.**

   The "PLAYLIST SELECT" screen will appear.

   ```
   <PLAYLIST SELECT>
      Playlist Library    ▲
   ▶JUNO Sample           ▼
   ```

4. **Use the dial or the [▲] [▼] buttons to select the playlist that you want to play, and press the [ENTER] button.**

   The list of songs in the selected playlist will appear.

   (MEMO)
   From the "PLAYLIST SELECT" screen, you can press the [►] button to access the song list screen for the selected playlist.

5. **Press the [PLAY/STOP] button.**

   The songs in the selected playlist will play in the specified order.

6. **To stop song playback, press the [PLAY/STOP] button.**

   The next time you press the [PLAY/STOP] button, playback will resume from the location at which you stopped.

Performing Along with a Song ([C. CANCEL/MINUS ONE] Button)

If you use the [C. CANCEL/MINUS ONE] button when playing back an SMF song, the specified part will be muted (silenced); if you use it when playing back an audio file, the sounds located in the center will be minimized.

This allows you to mute a specific part of a song and play it yourself, or to minimize the vocal or melody of a song while you perform that part.

Depending on the file type of the song, you'll be able to perform the following operations.

File type	Function	Description
SMFs	Minus-One	Mutes the specified part. For details on specifying the part to be muted, refer to "Making Settings that are Common to the Entire JUNO-Di (SYSTEM)" on "MINUS ONE" (p. 76).
Audio files	Center cancel	Diminishes the volume of sounds that are located in the center (such as the vocal or the melody instrument). * For some songs, the vocal might not be minimized successfully.

1. **Press the [C. CANCEL/MINUS ONE] button so it's lit.**

   When you play back the song, the specified part will be muted if the song is an SMF. If the song is an audio file, the sounds that are located in the center will be diminished in volume.

2. **To turn off Minus-One or Center Cancel, press the [C. CANCEL/MINUS ONE] button so it's extinguished.**

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Playing Rhythm Patterns ([RHYTHM PATTERN] Button)

TERM

Rhythm Pattern:
A rhythm pattern is a fixed phrase played by rhythm instruments such as drums or percussion.
The JUNO-Di contains rhythm patterns for a wide range of styles. It's easy to play back these rhythm patterns while you play along on the keyboard.

TERM

Rhythm Pattern Group:
Even within rhythm patterns of the same musical style, the JUNO-Di provides a variety ranging from sparse, minimal patterns to flamboyant, "busy" patterns. A "rhythm pattern group" is a set of different rhythm patterns in the same style.

cf. "Rhythm Pattern Group List" (p. 124)

Playing Rhythm Patterns

1. **Press the [RHYTHM PATTERN] button so it's lit.**
   The "RHYTHM PATTERN" screen will appear.

   ```
   <<RHYTHM PATTERN>>
    001:Pop 1
    Rh009:Pop Kit 2
   ```

2. **Press the [PLAY/STOP] button.**
   The rhythm pattern will begin playing.

3. **Use the [1]–[6] buttons or [◀◀/|◀] [▶|/▶▶] buttons to select a rhythm pattern.**
   The button corresponding to the currently playing rhythm pattern will blink.

   TIP
   You can also play the rhythm pattern by pressing a button from [1] through [6] instead of pressing the [PLAY/STOP] button in step 2.

4. **To stop the rhythm pattern, press the [PLAY/STOP] button.**
   You can also stop the rhythm pattern by pressing the blinking [1]–[6] button.

   MEMO
   The arpeggio settings "Grid" and "Duration" (p. 67, p. 68) are used when playing the rhythm pattern.

Changing the Style or Rhythm Set of the Rhythm Pattern

If you want to select a rhythm pattern of a different style, change the rhythm pattern group.

When you change the rhythm pattern group, the rhythm patterns assigned to the [1]–[6] buttons will also change.

The rhythm set used to play a rhythm pattern is determined by the rhythm pattern group, but you are free to change the rhythm set if desired.

NOTE The rhythm pattern settings cannot be saved.

1. **Press the [RHYTHM PATTERN] button so it's lit.**
   The "RHYTHM PATTERN" screen will appear.

2. **Use the [▲] [▼] button to move the cursor to the middle line of the screen, and use the dial to select a rhythm pattern group.**
   Value: 001–024
   When you select a rhythm pattern group, the most suitable rhythm set will be selected.

3. **Use the [▼] button to move the cursor to the bottom line of the screen, and use the dial to select a rhythm set.**
   Value: Rh001–

Adjusting the Volume of the Rhythm Pattern

NOTE The volume setting of the rhythm pattern cannot be saved.

1. **Press the [LEVEL] button.**
   The level setting is shown in the top of the screen.

   ```
   <RHYTHM LEVEL 127>
    001:Pop 1
    Rh009:Pop Kit 2
   ```

2. **Use the dial to adjust the volume.**
   The volume of the rhythm pattern will change.
   Value: 1–127

3. **Press the [EXIT] button to return to the previous screen.**

Other Settings

Making Settings that are Common to the Entire JUNO-Di (SYSTEM)

"System settings" refers to settings that apply to the entire JUNO-Di, such as keyboard touch settings and MIDI settings.

Procedure for Making System Settings

1. **Press the [MENU] button.**
   The "MENU" screen will appear.

2. **Use the [▲] [▼] buttons to select "SYSTEM," and press the [ENTER] button.**
   The setting screen will appear.

   ```
   KEYBOARD TOUCH  ▶
    Velo Curve    MEDIUM
   ▾Velo Sens        0
   ```

3. **Use the [◀] [▶] buttons to select the setting that you want to edit.**

4. **Use the [▲] [▼] buttons to move the cursor to the item that you want to set.**

5. **Use the dial to set the value.**

6. **Press the [EXIT] button to leave the setting screen.**
   This saves the system settings.

System Parameters

Menu	Item	Value	Description
KEYBOARD TOUCH	**Velo Curve (Velocity Curve)**	LIGHT, MEDIUM, HEAVY	Sets the keyboard's touch. **LIGHT:** This sets the keyboard to a light touch. You can achieve fortissimo (ff) play with a less forceful touch than MEDIUM setting, so the keyboard feels lighter. This setting makes it easier for children, whose hands have less strength. **MEDIUM:** This sets the keyboard to the standard touch. **HEAVY:** This sets the keyboard to a heavy touch. You have to play the keyboard more forcefully than MEDIUM setting in order to play fortissimo (ff), so the keyboard touch feels heavier. This setting allows you to add more expression when playing dynamically.
	Velo Sens (Velocity Sense)	-63–+63	Makes fine adjustments to the keyboard sensitivity following the "Velo Curve" selection. Higher settings for this value will increase the velocity value that is transmitted according to your playing strength.
	Velocity	REAL, 1–127	Adjusts the velocity value that will be transmitted when you play the keyboard **REAL:** Actual keyboard velocity will be transmitted. **1–127:** A fixed velocity value will be transmitted regardless of how you play.
SOUND	**Master Tune**	415.3–466.2 Hz	Adjusts the overall tuning of the JUNO-Di. The display shows the frequency of the A4 note (center A).
	Output Gain	-12–+12 dB	Adjusts the output gain from the JUNO-Di's output. When, for example, there are relatively few voices being sounded, boosting the output gain can let you attain the most suitable output level for recording and other purposes.
	System Tempo	5–300	Specifies the JUNO-Di's tempo.
	Audio Level	0–127	Specifies the volume at which audio data is played by the Song Player.
	SMF Level	0–127	Specifies the volume at which SMF is played by the Song Player.
HOLD PEDAL	**Assign**	MODULATION, PORTA-TIME, VOLUME, PAN, EXPRESSION, HOLD, PORTAMENTO, SOSTENUTO, RESONANCE, RELEASE-TIME, ATTACK-TIME, CUTOFF, DECAY-TIME,	The pedal connected to the HOLD PEDAL jack can control the following functions. The number in parentheses ( ) is the controller number of the control change message produced by the pedal when the corresponding function is assigned. * Regarding the following functions, the effect will apply to the currently selected sound if you're playing a single sound. If you're using settings that play multiple tones (i.e., if the [PERFORM] button is lit), this will apply to the tone (part) you're playing. **MODULATION (CC01):** Vibrato **PORTA-TIME (CC05):** Portamento time (p. 59) **VOLUME (CC07):** Level **PAN (CC10):** Pan (left/right position of the tone) **EXPRESSION (CC11):** Level **HOLD (CC64):** The sound will be sustained for keys that are played or were already held down while holding down the pedal. **PORTAMENTO (CC65):** Portamento switch (p. 59) **SOSTENUTO (CC66):** The sound will be sustained only for keys that were already pressed when you pressed the pedal. **RESONANCE (CC71):** Resonance (p. 66) **RELEASE-TIME (CC72):** Release time (p. 65) **ATTACK-TIME (CC73):** Attack time (p. 65) **CUTOFF (CC74):** Cutoff (p. 66) **DECAY-TIME (CC75):** Decay time (p. 65)

Menu	Item	Value	Description
HOLD PEDAL	**Assign**	VIB-RATE, VIB-DEPTH, VIB-DELAY, CHORUS-SEND, REVERB-SEND, AFTERTOUCH, START/STOP, TAP-TEMPO, PROG-UP, PROG-DOWN, FAV-UP, FAV-DOWN	**VIB-RATE (CC76):** Vibrato speed **VIB-DEPTH (CC77):** Vibrato depth **VIB-DELAY (CC78):** Vibrato delay time **CHORUS-SEND (CC93):** The amount of the chorus **REVERB-SEND (CC91):** The amount of the reverb **AFTERTOUCH:** Channel aftertouch **START/STOP:** Pressing the pedal will start/stop the Song Player (p. 72) or Rhythm Pattern (p. 74). **TAP-TEMPO:** The tempo will be set to the interval at which you press the pedal (Tap Tempo). **PROG-UP:** If you're playing a single sound, this selects the next sound. If you're playing multiple sounds (i.e., when the [PERFORM] button is lit), this selects the next-numbered performance. **PROG-DOWN:** If you're playing a single sound, this selects the previous sound. If you're playing multiple sounds (i.e., when the [PERFORM] button is lit), this selects the previous-numbered performance. **FAV-UP:** The favorite of the next number or bank will be selected. **FAV-DOWN:** The favorite of the previous number or bank will be selected.
	Continuous Hold	OFF, ON	If "Assign" is set to "HOLD," turning this "ON" allows the HOLD PEDAL jack to support half-pedaling. When this is set to support use of half-pedaling techniques, you can then connect an optional expression pedal (DP-10, etc.), and employ pedal work to achieve even finer control in performances in which piano tones are used.
	Polarity	STANDARD, REVERSE	Selects the polarity of the pedal connected to the HOLD PEDAL jack. On some pedals, the electrical signal output by the pedal when it is pressed or released is the opposite of other pedals. If your pedal has an effect opposite of what you expect, set this parameter to "REVERSE." If you are using a Roland pedal (that has no polarity switch), set this parameter to "STANDARD."
MIDI	**Local Switch**	OFF, ON	Determines whether the internal sound generator is disconnected (OFF) from the controller section (keyboard, pitch bend/modulation lever, knobs, buttons, D Beam controller, pedal, and so on); or not disconnected (ON). Normally this is left "ON," but if you wish to use the JUNO-Di's keyboard and controllers to control only external sound modules, set it to "OFF."
	Patch Rx/Tx Ch	1–16	Channel used to transmit and receive MIDI messages for the keyboard part. For details, refer to "Setting the Receive Channel" (p. 82).
	Tx Edit Data	OFF, ON	Specifies whether changes you make in the settings of a tone, performance will be transmitted as system exclusive messages (ON), or will not be transmitted (OFF).
	Soft Through	OFF, ON	If this is "ON," incoming MIDI messages from the MIDI IN connector will be re-transmitted without change from the MIDI OUT connector.
	Sync Mode	MASTER, SLAVE	Specifies the synchronization message that the JUNO-Di will use for operation. **MASTER:** The JUNO-Di will be the master. Choose this setting when using the JUNO-Di by itself without synchronizing to another device. **SLAVE:** The JUNO-Di will be the slave. Choose this setting when you want the JUNO-Di to synchronize to MIDI Clock messages received from another MIDI device.
	USB Driver	VENDER, GENERIC	Sets the USB driver. * This setting will take effect when you turn the power off, then on again.
MIC IN SETTINGS	**Rev Level (Reverb Level)**	0–127	Adjust the amount of reverb that is applied to the sound of the microphone.
	Rev Type (Reverb Type)	ROOM1, ROOM2, STAGE1, STAGE2, HALL1, HALL2, DELAY, PAN-DELAY	Select the type of reverb/delay **ROOM1:** Short, high-density reflections **ROOM2:** Short, low-density reflections **STAGE1:** Greater amount of late reverberation **STAGE2:** Stronger early reflections **HALL1:** Clear-sounding reverberation **HALL2:** Rich-sounding reverberation **DELAY:** Conventional delay **PAN-DELAY:** Delay that moves the reflections between left and right
	Rev Time (Reverb Time)	0–127	Adjusts the length of the reverberation (when Rev Type is ROOM1–HALL2) or the delay time of the delay (when Rev Type is DELAY or PAN-DELAY).
	Mic Mode	ALL, VOCODER	Specifies whether the sound from the mic will be output at all times (ALL) or only if MFX (p. 61) is set to "79:VOCODER" (VOCODER).
MINUS ONE	**Parts to Mute**	Part 1–Part16, 4&5, 1&4&5, All except 10, All except 2&10	Specifies the parts that will be muted by Minus One (p. 73) when playing back an SMF song. Parts for which this setting is ON will be muted. **Part 1–Part16**: The specified part 1–16 will be muted. **4&5**: Parts 4 and 5 will be muted. **1&4&5**: Parts 1, 4, and 5 will be muted. **All except 10**: Parts other than part 10 will be muted. Normally, only the drums will be heard. **All except 2&10**: Parts other than parts 2 and 10 will be muted.
DBEAM SETTINGS	**D Beam Sens**	0–127	This sets the D Beam controller's sensitivity. Increasing this value will make the D Beam controller more responsive.
POWER SAVE MODE	**Time**	OFF, 1min, 3min, 5min, 10min, 15min, 20min, 30min, 60min	Amount of idle time that is to pass before the JUNO-Di enters power-save mode. When the JUNO-Di enters power-save mode, it will reduce its power consumption by turning off the display backlight and minimizing button illumination.

Backing Up or Initializing Data (UTILITY)

Utility functions let you save user data to USB memory or restore data from USB memory back to the JUNO-Di. You'll also use these utility functions when you want to return the JUNO-Di to its factory settings, or initialize USB memory.

NOTE
Connect your USB memory after you've turned the JUNO-Di's power on. Never disconnect the USB memory while the power is turned on.

MEMO
Use USB memory sold by Roland. We cannot guarantee correct operation if other products are used.

Types of Data that can be Saved

When you save settings from the JUNO-Di to USB memory, the following settings are saved.

- User data for tones and performances
- Favorites
- MIDI Controller mode settings
- The tones that are selected first by each tone button
- System settings

Saving Data to USB Memory (BACKUP)

Here's how to save user data to USB memory. This operation is called "Backup."

1. **Press the [MENU] button.**
   The "MENU" screen will appear.

2. **Use the [▲] [▼] buttons to select "UTILITY," and press the [ENTER] button.**
   The "UTILITY" screen will appear.

   ```
   <UTILITY>    [ENT]
   ▶BACKUP
    RESTORE          ▼
   ```

3. **Use the [▲] [▼] buttons to select "BACKUP," and press the [ENTER] button.**
   The following screen will appear.

   ```
   Backup all data?
    [ENTER]:Execute
    [EXIT]:Cancel
   ```

4. **Press the [ENTER] button.**
   If you decide to cancel, press the [EXIT] button.
   When the backup has been completed, you will return to the "UTILITY" screen.

Restoring Saved Data from USB Memory Back into the JUNO-Di (RESTORE)

Here's how to restore backed-up user data from USB memory into the JUNO-Di. This operation is called "Restore."

NOTE
All user data will be rewritten when you execute the Restore operation. If the JUNO-Di contains important data that you want to keep, you must save it to a separate USB memory device before you execute Restore.

1. **Press the [MENU] button.**
   The "MENU" screen will appear.

2. **Use the [▲] [▼] buttons to select "UTILITY," and press the [ENTER] button.**
   The "UTILITY" screen will appear.

3. **Use the [▲] [▼] buttons to select "RESTORE," and press the [ENTER] button.**
   The following screen will appear.

   ```
   Restore all data?
    [ENTER]:Execute
    [EXIT]:Cancel
   ```

4. **Press the [ENTER] button.**
   If you decide to cancel, press the [EXIT] button.
   When the restore operation has been completed, the following screen will appear.

   ```
       Completed.
    Turn the Power off
      and on again.
   ```

5. **Turn the power of the JUNO-Di off, then on again.**

Returning to the Factory Settings (FACTORY RESET)

You can return all of the JUNO-Di's settings to the state they were in when the instrument was shipped from the factory. This operation is called "Factory Reset."

NOTE

If the JUNO-Di's internal memory contains important data that you've created, be aware that all of this user data will be lost when you execute the factory reset operation. If you want to keep this data, save it to USB memory before you continue.

1. **Press the [MENU] button.**

   The "MENU" screen will appear.

2. **Use the [▲] [▼] buttons to select "UTILITY," and press the [ENTER] button.**

   The "UTILITY" screen will appear.

3. **Use the [▲] [▼] buttons to select "FACTORY RESET," and press the [ENTER] button.**

   The following screen will appear.

   ```
   Factory Reset?
     [ENTER]:Execute
     [EXIT]:Cancel
   ```

4. **Press the [ENTER] button.**

   If you decide to cancel, press the [EXIT] button.

   When the factory reset has been completed, the following screen will appear.

   ```
           Completed.
     Turn the Power off
       and on again.
   ```

5. **Turn the power of the JUNO-Di off, then on again.**

Initializing USB Memory (USB MEMORY FORMAT)

You can initialize (format) USB memory. This operation is called "USB Memory Format."

NOTE

If the USB memory contains important data that you've created, be aware that all of this data will be lost when you execute this operation.

1. **Press the [MENU] button.**

   The "MENU" screen will appear.

2. **Use the [▲] [▼] buttons to select "UTILITY," and press the [ENTER] button.**

   The "UTILITY" screen will appear.

3. **Use the [▲] [▼] buttons to select "USB MEMORY FORMAT," and press the [ENTER] button.**

   The following screen will appear.

   ```
   USB Mem Format?
     [ENTER]:Execute
     [EXIT]:Cancel
   ```

4. **Press the [ENTER] button.**

   If you decide to cancel, press the [EXIT] button.

Playing the Demo Songs (DEMO PLAY)

1. **Press the [MENU] button.**

   The "MENU" screen will appear.

2. **Use the [▲] [▼] buttons to select "DEMO PLAY," and press the [ENTER] button.**

   The "DEMO MENU" screen will appear.

3. **Use the dial or the [▲] [▼] buttons to select a demo song.**

4. **Press the [ENTER] button or the [PLAY/STOP] button.**

   The selected demo song will begin playing.

   If you select "ALL Songs," the first through fourth songs will play, and playback will stop when the fourth song has ended.

   While a song is playing, you can use the [◄◄/I◄] [►I/►►] buttons to select the previous or next song.

   NOTE
   You won't be able to play the keyboard while the "DEMO MENU" screen is shown or while a demo song is playing.

5. **To stop playback, press the [EXIT] button or the [PLAY/STOP] button.**

   Playback will stop, and you will return to the "DEMO MENU" screen.

   Press the [EXIT] button to leave the "DEMO MENU" screen.

   MEMO
   For details about Demo Song (such as title, etc.), refer to "Listening to the Demo Songs" (p. 21).

   MEMO
   If USB memory is not connected and the [RHYTHM PATTERN] button is off (not lit), you can play the demo song simply by pressing the [PLAY/STOP] button.

Viewing the Version (VERSION INFO)

Here's how to view the version of the JUNO-Di's software.

1. **Press the [MENU] button.**

   The "MENU" screen will appear.

2. **Use the [▲] [▼] buttons to select "VERSION INFO," and press the [ENTER] button.**

   The "Version Info" screen will appear, displaying the software version.

Connecting an External MIDI Device

About MIDI

MIDI (Musical Instrument Digital Interface) is a standard specification that allows musical data to be transferred between electronic musical instruments and computers. If a MIDI cable is connected between devices equipped with MIDI connectors, you'll be able to play multiple devices from a single MIDI keyboard, perform ensembles using multiple MIDI instruments, program the settings to change automatically as the song progresses, and more.

About MIDI Connectors

The JUNO-Di is equipped with the following two types of MIDI connectors, each of which has the following role.

MIDI IN Connector

This connector receives MIDI messages that are sent from an external MIDI device. When the JUNO-Di receives MIDI messages, it can respond by playing notes, switching sounds, etc.

MIDI OUT Connector

This connector transmits MIDI messages to an external MIDI device. Use it when you want to control an external MIDI device.

MIDI Channels and Multitimbral Sound Generators

MIDI is able to transmit multiple streams of performance data over a single MIDI cable. This is made possible thanks to the concept of MIDI channels. MIDI channels allow a receiving device to pay attention only to the messages that are intended for it, and not to messages intended for another device. In some ways, MIDI channels are similar to television channels. By changing the reception channel of a television set, you can view the programs that are being broadcast by different stations. This is because the television set is choosing only the desired data from the variety of data that is being broadcast. In the same way, MIDI also allows a device to distinguish and use only the incoming data that is being transmitted to it.

The cable from the antenna carries the TV signals from many broadcast stations.

The TV is set to the channel of the station you wish to watch.
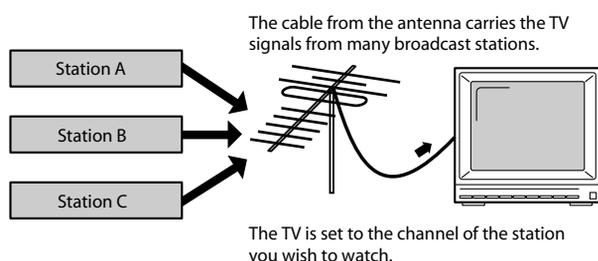
There are sixteen MIDI channels: 1-16. Normally, you'll set the receiving device to receive only the channels that it needs to receive.

Example:

Set the transmitting device to transmit on channel 1 and channel 2, set sound module A to receive only channel 1, and set sound module B to receive only channel 2. With this setup, you could create an ensemble in which sound module A is playing a guitar sound while sound module B is playing a bass sound.
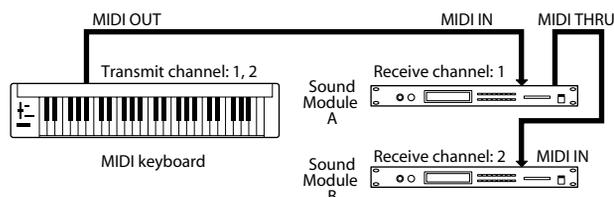
You'll be able to use up to sixteen channels when using the JUNO-Di as a sound module. Sound modules that can receive multiple channels of data simultaneously and play different sounds on each channel are called multitimbral sound modules.

> **GM**
>
> GM (General MIDI) is a set of recommendations that allows the MIDI capabilities of sound modules to be standardized across manufacturers. Sound modules or music data that meet the GM standard carry the GM logo ( ). Music data with the GM logo can be played back on any sound module carrying the GM logo, and will produce essentially the same musical performance.
>
> **GM2**
>
> GM2 ( ) is a set of recommendations that is upwardly compatible with the original GM recommendations, and allows a higher level of musical expression and compatibility. It covers issues that were not covered by the original GM recommendations, such as ways in which sounds can be edited and how effects should be handled. It also expands the sounds that are available.
>
> Sound modules that are compatible with GM2 will correctly play back music data that carries either the GM or GM2 logo. The original GM, which does not include the GM2 enhancements, is sometimes called "GM1" in order to distinguish it from the newer set of recommendations.

Using the JUNO-Di as a Master Keyboard (MIDI Controller Mode)

You can connect external MIDI devices to the JUNO-Di's MIDI OUT connector, and use the JUNO-Di to control the connected MIDI devices.

Connection Example

MIDI sound module

MIDI IN

MIDI OUT
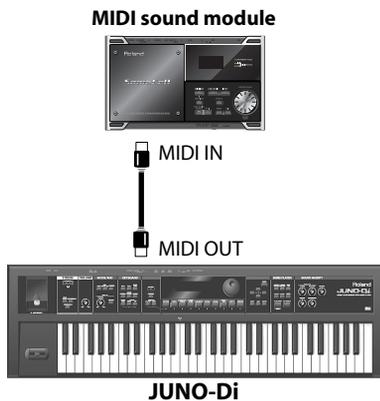
JUNO-Di

1. **Press the [MIDI CONTROLLER] button so it's lit.**

   The "MIDI CONTROLLER" screen will appear, and the JUNO-Di will be in MIDI Controller mode.

   If MIDI Controller mode is selected, you can perform the following operations on the JUNO-Di.

   • When you press one of the [0]–[9] buttons, the program change message assigned to that button will be transmitted.

   • You can turn the SOUND MODIFY knobs to transmit control change messages.

   (MEMO)

   The note numbers transmitted in MIDI controller mode are determined by the key you press, the transpose setting (p. 44), and the octave shift setting (p. 34) you specify in MIDI controller mode.

   (MEMO)

   You can use the arpeggio (p. 37) and chord memory (p. 37) functions even when you're in MIDI Controller mode.

2. **To exit MIDI controller mode, press the [MIDI CONTROLLER] button to turn off the button's illumination.**

   NOTE

   The D Beam controller will not operate when you're in MIDI controller mode.

Specifying the Transmit Channel

Set the JUNO-Di's transmit channel so it matches the channel your external MIDI device is using for reception.

1. **In the "MIDI CONTROLLER" screen, use the [▼] button to move the cursor to the "MIDI Ch" value.**

2. **Use the dial to edit the value.**

   Value: 1–16

   (MEMO)

   For details on how to set the receive channel of your external MIDI device, refer to its owner's manual.

Detailed Settings in MIDI Controller Mode

```
<MIDI CONTROLLER>
  MIDI Ch :    1
 ▾Local Sw: OFF
```

1. **In the "MIDI CONTROLLER" screen, use the [▲] [▼] buttons to select the parameter that you want to edit.**

2. **Use the dial to edit the value.**

Item	Value	Description
MIDI Ch	1–16	Specifies the channel on which MIDI messages will be transmitted.
Local Sw	OFF, ON	Specifies whether MIDI messages will be sent to the JUNO-Di's own internal sound generator when you operate the JUNO-Di.
PC	1–128	Specifies program change number that is transmitted.
MSB	0–127, OFF (If you specify "OFF," the LSB will also be "OFF.")	Specifies bank select MSB that is transmitted.
LSB	0–127, OFF (If you specify "OFF," the MSB will also be "OFF.")	Specifies bank select LSB that is transmitted.
Knob	ATTACK, RELEASE, REVERB, CUTOFF, RESONANCE	Selects the SOUND MODIFY knob for which you'll make a controller assignment.
Knob Assign	CC01–31, CC33–95, PITCH BEND, AFTERTOUCH	Specifies the controller assignment for the selected SOUND MODIFY knob.

(MEMO)

The changes you make to these settings will be saved when you exit MIDI controller mode.

Using the JUNO-Di as a MIDI Sound Module

You can use the JUNO-Di as a MIDI sound module in one of two ways; in Patch mode to play a single tone, or in Performance mode to play more than one tone simultaneously.

Patch mode

In Patch mode you can use a connected keyboard or other device to play a single tone (patch) on the JUNO-Di. Since Patch mode lets you use a variety of effects on a single tone (patch), you can play very rich textures.

In Patch mode it's also easy to edit the selected sound, so this is the mode to use when editing or creating your own sounds.
In Patch mode, the [PERFORM] button will be extinguished.

Performance mode

In Performance mode you can use multiple tones (patches) or rhythm sets simultaneously.

If the [PERFORM] button is on (lit), the JUNO-Di is in Performance mode.

A performance contains sixteen "Parts." You can assign a tone (patch) or rhythm set to each part, and use them as an ensemble, or layer sounds to create rich textures.

How a performance is structured

A performance has a tone (patch) or rhythm set assigned to each of the 16 parts, and can simultaneously handle 16 sounds.

Part

A "part" is something to which you assign a tone (patch) or rhythm set. In Performance mode, each performance has sixteen parts, and you can assign a tone (patch) or rhythm set to each part.
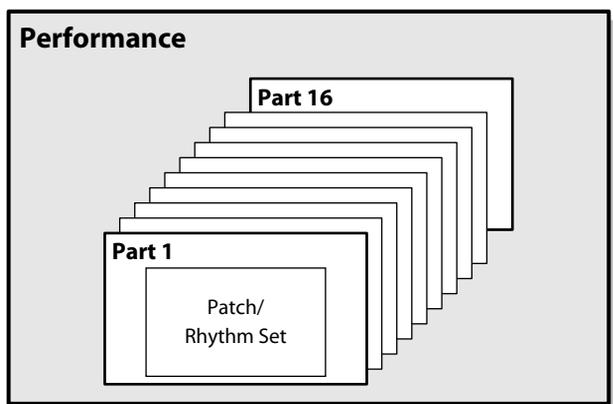
Playing the JUNO-Di from an External MIDI Device

Connection example
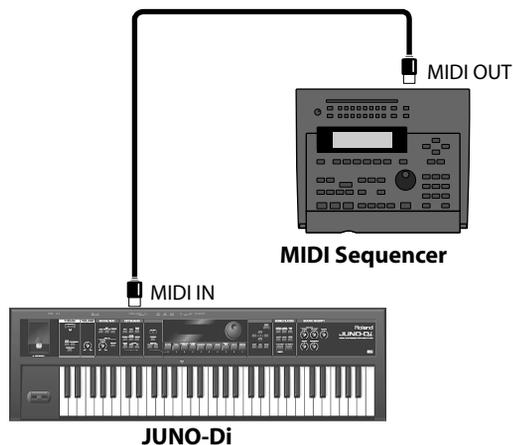
Setting the Receive Channel

You'll need to match your external MIDI device's transmit channel with the JUNO-Di's receive channel.

In Patch mode

The receive channel setting is one of the "system settings." As described in "Procedure for Making System Settings" (p. 75), select the "MIDI" menu, select "Patch Rx/Tx Ch" as the item you want to set, and specify the receive channel.

In Performance mode

The JUNO-Di supports GM2; when it receives the MIDI message "GM2 System On," it will be ready to play back GM2-compatible SMF. Alternatively, you can press the [PERFORM] button and select "64: GM2 Template" to use the JUNO-Di as a GM2 sound module.

If you want to use the JUNO-Di as a sound module to play multiple parts, press the [PERFORM] button and select "63:Seq:Template."

- If "63: Seq:Template" or "64: GM2 Template" are selected, the receive channels will be set as follows: part 1 to ch.1, part 2 to ch.2, ... part 16 to ch.16.
- If Super Layer is selected, the receive channel is fixed at channel 1.
- If Dual or Split are selected, the receive channel for part 1 (upper) is set to channel 1, and part 2 (lower) to channel 2.

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Soft Through On/Off

"Through" is a function by which the MIDI messages received at the MIDI IN connector are re-transmitted without change from the MIDI OUT connector.

Connection example

Soft Thru

MIDI IN   MIDI OUT

JUNO-Di

MIDI OUT

MIDI Keyboard

MIDI IN

MIDI Sound Module
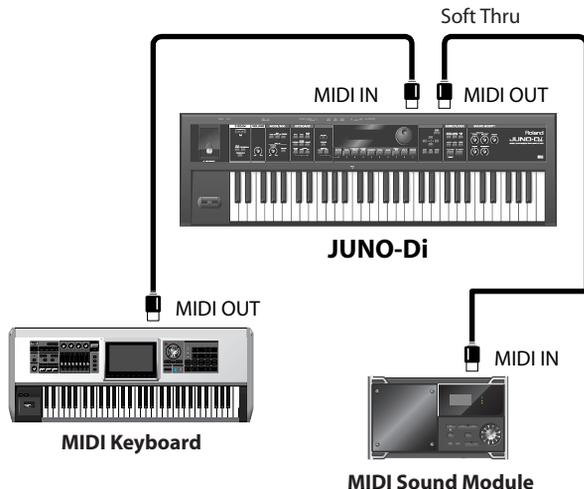
If this setting is "OFF," the MIDI messages arriving at the MIDI IN connector are sent to the sound generator, and will play the JUNO-Di's sound generator. The MIDI messages from the MIDI IN connector will not be transmitted from the MIDI OUT connector.

If this setting is "ON," the MIDI messages arriving at the MIDI IN connector will play the JUNO-Di's sound generator and will also be re-transmitted without change from the MIDI OUT connector.

The Soft Through setting is one of the "system settings." As described in "Procedure for Making System Settings" (p. 75), select the "MIDI" menu, select "Soft Through" as the item you want to set, and select either "ON" or "OFF."

Normally, this should be turned "OFF."

Using Your Computer for Music Production

If you use a commercially available USB cable to connect the JUNO-Di's rear panel USB COMPUTER connector to a USB connector on your computer, you'll be able to do the following things.

● SMF played back by MIDI-compatible software can be sounded by the JUNO-Di. The JUNO-Di supports GM2; when it receives the MIDI message "GM2 System On," it will be ready to play back GM2-compatible SMF. Alternatively, you can press the [PERFORM] button and select "64: GM2 Template" to use the JUNO-Di as a GM2 sound module.

● MIDI messages can be exchanged between the JUNO-Di and your sequencer software, allowing you to carry out sophisticated music production and editing. If you want to use the JUNO-Di as a sound module to play multiple parts, press the [PERFORM] button and select "63:Seq:Template."

Connection example

Computer

To USB connector of your computer

USB cable

USB COMPUTER connector

JUNO-Di
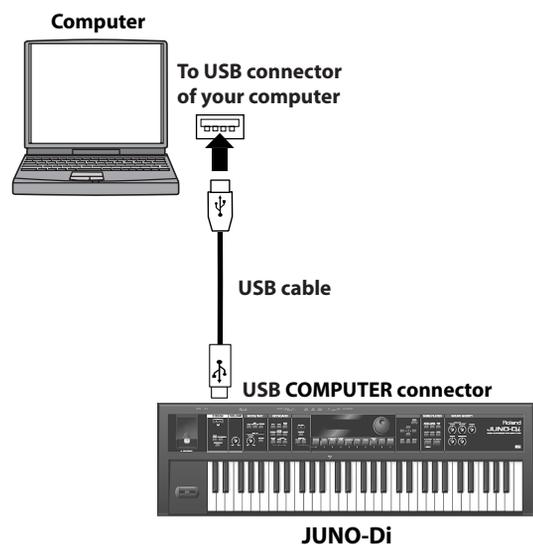
(MEMO)

For details on the operating requirements, refer to the Roland website.
Roland website: http://www.roland.com/

NOTE

Depending on the type of your computer, this may not work correctly. For details on the operating systems that are supported, refer to the Roland website.

Note

● Before making connections to other equipment, you must minimize the volume on all your equipment and turn off the power in order to avoid malfunction and/or damage to your speakers or other devices.

● Only MIDI data can be transmitted or received via USB.

● No USB cable is included. Please consult the dealer from whom you purchased the JUNO-Di.

● Power up the JUNO-Di before you start up the MIDI application on your computer. Do not turn the JUNO-Di's power on or off while the MIDI application is running.

Installing the USB Driver in Your Computer

MEMO

You'll need to install the USB driver if you want to use the software provided on the included CD-ROM.

The driver is provided on the included CD-ROM (JUNO-Di CD-ROM). You can also download it from the Roland website.

Roland website:

http://www.roland.com/

The correct driver and the installation procedure for it will depend on the system you're using. Please carefully read the Readme file on the CD-ROM before you proceed.

What is the USB MIDI driver?

The USB MIDI driver is software that passes data between your computer application (e.g., sequencer software) and the JUNO-Di when your computer and the JUNO-Di are connected via a USB cable.

The USB driver passes data from your application to the JUNO-Di, and passes data from the JUNO-Di to your application.

Application

USB driver

Computer

USB connector

USB cable

USB COMPUTER connector
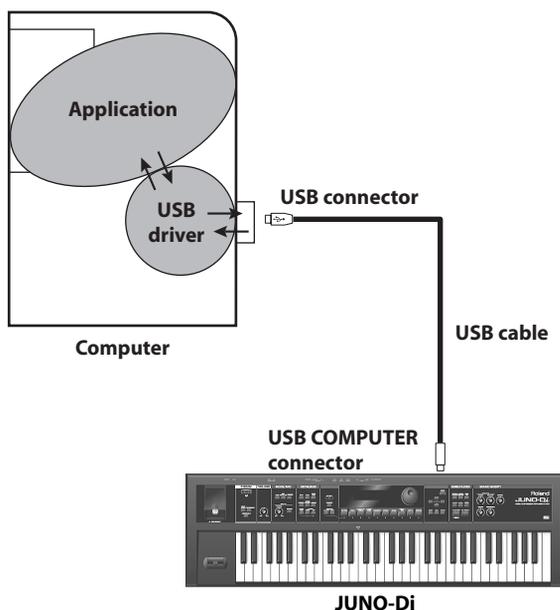
JUNO-Di

Specifying the USB Driver

Here's how to specify the USB driver that will be used when the JUNO-Di is connected to your computer via the USB COMPUTER connector.

MEMO

With the factory settings, this is set to "VENDER." There's no need to change this setting if you're using the USB driver from the included CD-ROM or a USB driver downloaded from the Roland website.

NOTE

If you want to change this setting, disconnect the USB cable before doing so.

1. **Press the [MENU] button.**

   The "MENU" screen will appear.

2. **Use the [▲] [▼] buttons to select "SYSTEM," and press the [ENTER] button.**

   The setting screen will appear.

3. **Use the [▲] [▼] buttons to select "MIDI," and press the [ENTER] button.**

4. **Use the [▲] [▼] buttons to select "USB Driver," and press the [ENTER] button.**

5. **Use the dial to specify the driver.**

Value	Description
VENDER	Choose this if you want to use a USB driver from the included CD-ROM or a USB driver downloaded from the Roland website.
GENERIC	Choose this if you want to use the generic USB driver provided by your computer's operating system.

6. **Press the [EXIT] button to leave the setting screen.**

   This saves the setting.

7. **Turn the power off, then on again.**

   NOTE

   After changing the "USB Driver" setting and saving it, you must turn the power off, then on again in order to get the system to operate correctly.

Connecting the JUNO-Di to Your Computer

1. **Install the USB driver in your computer.**

   Refer to "Installing the USB Driver in Your Computer."

2. **If necessary, make the appropriate USB driver setting on the JUNO-Di.**

   If you need to change the setting, refer to "Specifying the USB Driver."

   MEMO

   With the factory settings, this is set to "VENDER." There's no need to change this setting if you're using the USB driver from the included CD-ROM or a USB driver downloaded from the Roland website.

3. **Use a USB cable (sold separately) to connect the JUNO-Di to your computer.**

Using JUNO-Di Editor/Librarian/ Playlist Editor

The included JUNO-Di Editor/Librarian/Playlist Editor software will help you enjoy the full potential of the JUNO-Di.

"JUNO-Di Editor" lets you use your computer to perform detailed editing for sounds and other settings that cannot be accessed from the JUNO-Di's front panel. By assigning items to sliders and knobs in the computer screen, you can efficiently edit the settings in an intuitive, graphical manner.

User patches you've created using JUNO-Di Editor can be selected using the JUNO-Di's tone buttons. Settings for using multiple tones together that you've created using JUNO-Di Editor can be selected using the JUNO-Di's [PERFORM] button.

"JUNO-Di Librarian" is software that lets you manage the JUNO-Di's parameters as a library on your computer, allowing efficient management of tones (patches), rhythm sets, and performances.

"Playlist Editor" is software that lets you create playlists for the Song Player (p. 71).

You can create a playlist to specify the order of the songs in your live set, and also specify the volume for each song.

NOTE
The playlist editor can handle 999 songs and 999 playlists, but the JUNO-Di can use only 399 songs and 399 playlists.

MEMO
For details on using these software programs, refer to the manual for each program.

Installing JUNO-Di Editor/Librarian/Playlist Editor in Your Computer

1. **Insert the included "JUNO-Di CD-ROM" into the CD-ROM drive of your computer, and double-click the icon of the appropriate installer.**

    Macintosh users

Folder	Editor	Driver	Playlist Editor
Icon	JUNO-Di Editor Installer.mpkg	JUNOSeries USBDriver.pkg	Playlist Editor Installer.pkg

    Windows users

Folder	Editor	Driver /XP /Vista	Playlist Editor
Icon	setup(.exe)	setup(.exe)	setup(.exe)

    The installer will start up. Proceed with the installation as directed by the screen.

MEMO

Appendices
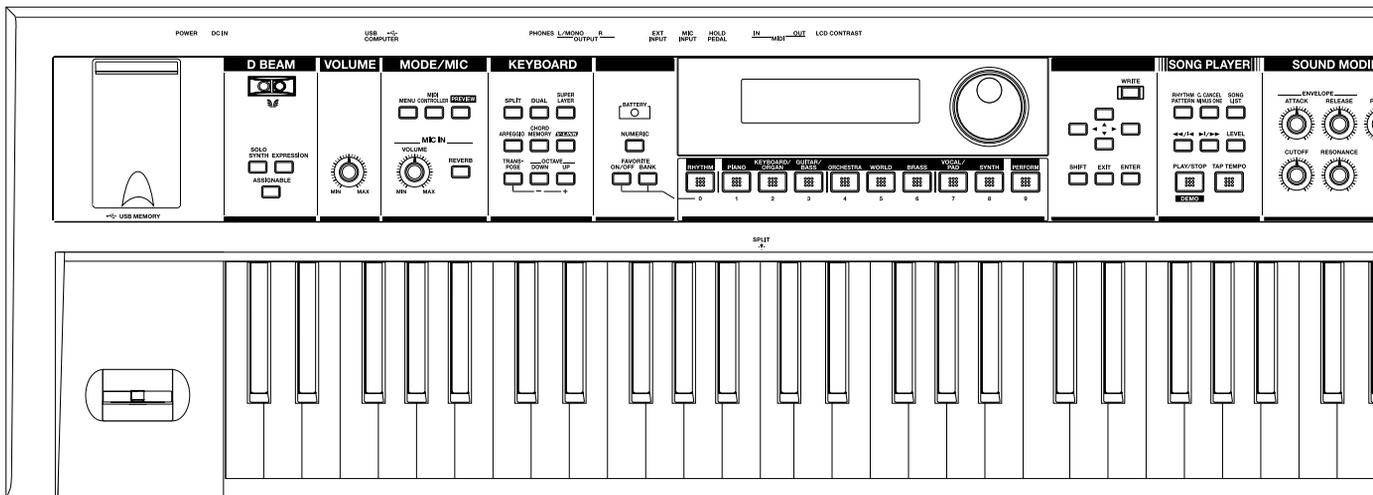
Troubleshooting

If the JUNO-Di does not function in the way you expect, first check the following points. If this does not resolve the problem, consult your dealer or a nearby Roland Service Station.

* If any sort of message is being displayed on the screen during an operation, refer to "Error Messages" (p. 92).

Problems Concerning the Entire JUNO-Di

Q The power does not turn on.

A Check the following points.

* Make sure that the JUNO-Di's AC adaptor is correctly connected to an AC outlet and to the rear panel power connector, and that the adaptor itself and AC power cord are connected correctly (p. 17).

* If you connect the AC adaptor and turn on the power when batteries are installed, the AC adaptor will be used preferentially. Even if batteries are installed, the power will not turn on unless the AC adaptor is connected to an AC outlet.

* If you're using batteries, disconnect the AC adaptor from the JUNO-Di. If batteries are installed, connecting or disconnecting the power cord from the outlet or connecting or disconnecting the DC plug of the AC adaptor while the JUNO-Di is turned on will cause the power to turn off.

Issues Related to Sound

Q There is no sound.

A Check the following points.

* Is the power for connected amps and speakers turned on?

* Could you have lowered the volume of your connected equipment?

* Is the [VOLUME] knob turned all the way down?

* Have connections been made correctly?

* Can you hear sound through headphones?
  If there is sound in the headphones, it is possible that the connection cables are broken, or that your amp/mixer has malfunctioned. Check your cables and amp/mixer system once again.

* If you do not hear sound when you play the keyboard, check whether the Local Switch is turned OFF.
  Make sure that the Local Switch setting is turned on (p. 76).

* Could the level of the tone (patch) be too low?
  Check the level setting.

* The Part level settings may be too low.
  Check the level of each part (p. 60).

* Are the Effect settings correct?
  Check the Effect settings ON or OFF (p. 61).
  Also use the included "JUNO-Di Editor" to check the effect level and other settings.

* Could the volume have been lowered by pedal operations, operations of the D Beam controller, or by MIDI messages (volume or expression messages) received from an external MIDI device?

Q A specific Part does not sound.

A Check the following points.

* Has the volume level of the part been lowered?
  Check the level of each part (p. 60).

* Use the included "JUNO-Di Editor" to check the following settings.
  Could the keyboard switch be off?
  Turn the keyboard switch on.

  Could the part be muted?
  Set the Mute parameter to "OFF."

Q Specific pitch ranges do not sound.

A Use the included "JUNO-Di Editor" to check the following settings.

* Has a restricted range of notes been set?
  If a specific range of notes does not sound, check the Key Range settings for the Patch Tone, the Performance Part.

* Tone Key Range
  VELOCITY & KEY RANGE PATCH KEY RANGE LOWER/UPPER

* Part Key Range
  PERFORM KEYBOARD RANGE LOWER/UPPER

Q The sound is distorted.

A Check the following points.

* Is an effect which distorts the sound being applied?
  If the sound for a specific tone (patch) or part is distorted, lower the volume level on that part.

* If all sounds are distorted, use the [VOLUME] knob to lower the volume level.

* Could the Output Gain be excessively high?
  Check the system setting "SOUND" (p. 75).

Q Pitch is incorrect.

A Check the following points.

* Is the tuning of the JUNO-Di incorrect?
  Check the "Master Tune" setting (p. 75).

* Has the pitch been changed by pedal operations or by Pitch Bend messages received from an external MIDI device?

* Use the included "JUNO-Di Editor" to check the following settings.
  Have the Coarse or Fine parameters been set for specific Parts?
  Check the Coarse parameter and Fine parameter settings.

Q The sound is interrupted.

A Use the included "JUNO-Di Editor" to check the following settings.

* Sounds will be interrupted if more than 128 voices are used simultaneously.

* Reduce the number of Tones that you are using.

* Increase the Voice Reserve setting for parts that must not drop out.

Q **When I play the keyboard, notes do not stop.**

A Is the pedal polarity of the Hold Pedal reversed?
Check the "Hold Pedal" "Polarity" parameter setting (p. 76).

Q **There are some sounds I can't select.**

A If you use the included "JUNO-Di Editor" to set the patch's category to "NO ASSIGN," you won't be able to select it from the JUNO-Di's panel.

Q **The sound cuts off when I switch tones (patches) in Patch mode.**

A Although you can apply a wide variety of multi-effects with the JUNO-Di's multi-effects, switching the tone (patch) also switches the type of multi-effects used.
In such instances, discrepancies between the sound being produced and the multi-effects type can arise, which may result in sounds being different than intended, so sounds produced when tones (patches) are switched may be muted when factory settings are in effect. In certain situations, such as when not using multi-effects that have a great influence on the sound, remembering to set Patch Remain parameter to "ON" allows you to switch Patches without sounds being muted. Use the included "JUNO-Di Editor" to check the Patch Remain setting.

Q **When switching tones (patches) in Patch mode, the volume and other parameters set with Control Changes end up being reset.**

A Set Patch Remain parameter to "ON." Even once they have switched Patches, Control Change messages that have been received are carried forward, so even when switching a tone (patch) whose level is turned all the way down by a Control Change volume message, the level remains unchanged. Use the included "JUNO-Di Editor" to check the Patch Remain setting.

Q **If the Tone Delay time value is set to the note, then does the delay time not change beyond a fixed length when the tempo is slowed down?**

A Use the included "JUNO-Di Editor" to check the following settings. There is a maximum permissible value for the Tone Delay Time parameter. So, if the time setting is specified in terms of a note value, and the tempo is slowed down, this maximum permissible value will be reached, and it cannot be increased further. The upper time limit for each is the maximum value that can be set other than the numerical value for the beat.

Q **Even when I set the Pan for a tone (patch) completely to one side, sound still comes from the other channel.**

A The JUNO-Di's internal effects are in stereo, so if you have effects applied to a tone (patch), even if the Pan is set all the way to one side, you will still be able to hear sounds of the effect component from the other channel.

Q **Sometimes, when playing legato, the pitch won't rise.**

A Use the included "JUNO-Di Editor" to check the following settings. When the Legato Switch parameter is "ON," and the Legato Retrigger parameter is "OFF," and you hold down keys in the high register to play legato, the upper pitch limit of the wave may be exceeded, so that the pitch does not rise as far as you expect, but will stop rising at a certain point. Additionally, if differing upper pitch limits are used for the waves of a tone (patch) that uses multiple tones, it may stop being heard in MONO. When making large pitch changes, set the Legato Retrigger parameter to "ON."

Q **The notes sound strange in the upper registers of the keyboard.**

A Sometimes when playing the keys in the upper part of the JUNO-Di's keyboard, the sound may stop, or the pitch may stop rising; or with certain keys, there may be intermittent noise. This occurs mainly when the JUNO-Di's upper pitch limit is exceeded, so this issue doesn't arise in the ranges normally used. But, in any case, it does not indicate a malfunction.

Q **Although the same tone (patch) is selected, it sounds different when I listen to it in the Performance.**

A Use the included "JUNO-Di Editor" to check the following settings. In Performance mode, the parameters of each part of the performance can apply further modification to parameters such as pan, octave, and filter, relative to the settings specified by the patch. Thus, tones (patches) in a Performance may sound different than they do when heard in Patch mode.
Additionally, although a tone (patch) may comprise tones created with the use of the multi-effects, the multi-effects used in the Performance may differ from the multi-effects selected by the tone (patch). Check the multi-effect settings of the performance. Also do the same for the Chorus and Reverb settings.

Q **I can't play arpeggios.**
The rhythm pattern won't play.

A Could the system setting "Sync Mode" (p. 76) be set to "SLAVE"?
If "Sync Mode" is set to "SLAVE," the JUNO-Di needs to receive MIDI clock messages from an external device.
You should leave "Sync Mode" set to "MASTER" unless you're synchronizing the JUNO-Di to an external device.

Issues Related to Effects

Q Effects not applied.

A Check the following points.

- Could the effect switch be off?
  Check the on/off status of each effect (p. 61).

- Are the various effect settings correct? (p. 61)

  Use the included "JUNO-Di Editor" to check the following settings.

- In Performance mode, is the Output Assign setting of each part set to "MFX"?
  In some cases, such as "064: GM2 Template," the Output Assign is not set to "MFX" with the factory settings.

- If the send level of each effect is set to 0, the effect will not be applied. Check the settings.

- Even with send levels to each effect set at 0, effects are not applied if the Multi-effects Output Level, the Chorus Level, or the Reverb Level is set to 0. Check each setting.

Q The Modulation or other controller is always on.

A Use the included "JUNO-Di Editor" to check the following settings.
Check the Matrix Controller settings.
The JUNO-Di allows you to use the Matrix Control to control tones (patches) in real time. The Matrix Control functions as the control source for the Control Change and other MIDI messages received by the JUNO-Di, and makes changes to the various tone (patch) parameters based on these messages.
Depending on these settings, the JUNO-Di may be responding to MIDI messages sent from external MIDI devices, and may result the tones (patches) sounding different than intended.

Q Raising the chorus or reverb send level for each part of a performance still does not cause the effect to be applied sufficiently.

A Use the included "JUNO-Di Editor" to check the following settings.
Although you can make Send level settings to the Chorus and Reverb for each individual Part in a Performance, these values only set the upper limit of the Chorus and Reverb Send levels for the tone (patch) used. Accordingly, even when the value is set to the maximum of 127, if the Send level is lowered in the tone (patch) being used, there will be no effect. In addition, different tone (patch) Chorus and Reverb Send level settings can be used according to whether or not the multi-effects are used.

Q Using the Matrix Control or other such means to control the LFO results in noise when the Pan is changed suddenly.

A Use the included "JUNO-Di Editor" to check the following settings.
Lower the change in speed (LFO Rate).
Due to the specialized processing used for the Pan, which alters the volume level in each of the left and right sides, sudden Pan movements causing rapid changes in these levels creates large changes in volume, and noise from this may be audible as a result.

Q Multi-effect 43: DELAY or other delay time value is set to the note, and then the tempo is slowed down, does the delay time not change beyond a fixed length?

A Such Delay time settings have an upper limit, so if the upper limit of a value set to the note is exceeded when the tempo is retarded, that upper value cannot rise any further. The upper time limit for each is the maximum value that can be set other than the numerical value for the beat.

Issues Related to Saving Data

Q The sound or performance settings (Performance) are not saved when you perform the Write operation.

A If you're using settings that enable you to play with multiple tones (i.e., when the [PERFORM] button is lit), the data that is saved will depend on the location of the cursor in the Main screen (p. 58).
For example, if you want to save the Performance settings, move the cursor to the upper line of the screen and then press the [WRITE] button.

Q The Performance sounds different than when it was written.

A If you have modified the settings of a tone (patch) used by a performance, or if the temporary patch of the performance has been modified by an external MIDI device, these tones (patches) must also be saved.
If tones (patches) used by a performance have been edited when you write that performance, the JUNO-Di will display a message asking whether you want to discard these patches. In such cases, first save the tone (patch) or rhythm set, and then save the performance again (p. 62).

Q Tones (patches) sound different than when written.

A The write operation cannot be used to save tones (patches) as changed in Patch mode using Control Change messages from an external MIDI device.

Issues Related to Songs

Q Playlists are not shown.

A This may be due to the following reasons.

- Playlists may not be shown if you directly add/delete/modify the song data in the PLAYLIST folder without using Playlist Editor.

- For some reason the USB memory is not recognized.

- It is possible that the USB memory was not formatted correctly. The JUNO-Di can use USB memory that has been formatted as FAT. If your USB memory was formatted using any other method, please re-format it using FAT.

Q Songs are not shown.

A This may be due to the following reasons.

- Are the songs placed in the root directory?
  Even if you place a song in a newly created folder, it will not be displayed by the JUNO-Di.

- Songs may not be shown if you directly add/delete/modify the song data in the PLAYLIST folder without using Playlist Editor.

- It is possible that the USB memory was not formatted correctly. The JUNO-Di can use USB memory that has been formatted as FAT. If your USB memory was formatted using any other method, please re-format it using FAT.

Q Songs won't play.

A This may be due to the following reasons.

- Songs (audio files) whose sample rate is other than 44.1 kHz cannot be played by the JUNO-Di.

- The file type of the song is not one of the file types that the JUNO-Di can play.

- It may be that the song data is damaged.

- Songs cannot be played if you directly add/delete/modify the song data in the PLAYLIST folder without using Playlist Editor.

Q Can't hear the playback sound.

A Check the following point.

- [VOLUME] knob setting

- Value for LEVEL that appears when you press the [LEVEL] button (p. 72, p. 74).

- Minus-one setting (p. 76)

Issues Related to MIDI and External Devices

Q No Sound from connected MIDI device.

A Check the following points.

- Is the instrument set to transmit MIDI messages?

- In Patch Mode
  "Patch Rx/Tx Ch" value in the SYSTEM setting "MIDI" (p. 76)

- In Performance Mode
  Use the included "JUNO-Di Editor" to check the following settings.
  Keyboard switch.
  MIDI messages are not transmitted for parts whose keyboard switch is turned off.

Q Exclusive messages are not received.

A Does the Device ID number of the transmitting device match the Device ID number of the JUNO-Di?
The device ID number is fixed at "17."

Q The JUNO-Di's rhythm set does not sound when an external sequencer or MIDI keyboard is connected to the MIDI IN connector.

A Check to make sure that the MIDI Transmit channel of the external MIDI device and the JUNO-Di's MIDI Receive channel are matched. The MIDI Receive channel used by the JUNO-Di in Patch mode is set with the Kbd Patch RX/TX Channel parameter. Rhythm Set performance data is generally received on MIDI Channel 10.

Q When using sequencing software, operating the knobs or other controls does not affect the sound.

A For some sequencing programs, System Exclusive messages are not transmitted by the Thru function. If you are using such sequencer software and want to record system exclusive messages, turn on the following parameters.

- In Patch Mode
  "Local Switch" setting (p. 76).

- In Performance Mode
  Use the included "JUNO-Di Editor" to check the Keyboard switch settings.

Q When the Bend Range for a tone (patch) is increased (48), the pitch does not rise sufficiently, even when a MIDI Pitch Bend message is received.

A While Patch Bend Ranges can be set anywhere between 0 and 48, when certain Waves in which the pitch is raised (in the + direction) are used, the pitch may stop rising at a fixed point, rather than continuing to go up. Although a value of 12 is ensured for the upper limit of raised pitches, use caution when setting the Bend Range above this figure.

Q Microphone sound is not output/is too weak.

A Check the following points.

- Is the mic cable connected correctly?
  Check the connection.

- Could you have connected a condenser mic?
  The JUNO-Di does not support the use of condenser microphones.

- The mic level may have been lowered.
  Could the front panel MIC IN [VOLUME] knob be turned down?

- Could the System setting "MIC IN SETTINGS" item "Mic Mode" be set to "VOCODER"?
  If this is set to "VOCODER," a microphone is usable only when the effect type is "VOCODER" (p. 76).

Q The volume level of the instrument connected to JUNO-Di is too low.

A Could you be using a connection cable that contains a resistor?
Use a connection cable that does not contain a resistor.

Issues Related to USB Memory

Q USB memory is not detected.
The files are not shown.

A Check the format of your USB memory.
The JUNO-Di can use USB memory that has been formatted as FAT. If your USB memory was formatted using any other method, please re-format it using FAT.

Q Can't back up to USB memory

A Check the following points.

- Could the USB memory be write protected?

- Is there sufficient free space on the USB memory?

Error Messages

If an incorrect operation is performed, or if processing could not be performed as you specified, an error message will appear.
Refer to the explanation for the error message that appears, and take the appropriate action.

Message	Meaning	Action
USB Mem Not Ready!	USB memory is not connected.	Connect USB memory.
Read Error!	Failed to load data from USB memory.	Make sure that USB memory is correctly connected.
	It may be that the file is damaged.	Do not use this file.
	This file cannot be loaded since its format is incorrect.	Do not use this file.
	The target file was not found in USB memory.	Make sure that the target file exists in USB memory.
Write Error!	Failed to write data to USB memory.	Make sure that USB memory is correctly connected.
	Data cannot be written because the USB memory has no more free space.	Delete unneeded files from the USB memory. Alternatively, use a different USB memory device, one that has more free space available.
	The file or the USB memory itself is write protected.	Make sure that the file or the USB memory is not write protected.
Incorrect File!	This is a file that the JUNO-Di is unable to play.	Do not use this file.
	This song has not been transferred from Playlist Editor to USB memory.	Select the song for transfer from Playlist Editor, and transfer the data once again to USB memory.
	Playback is not possible, since you have exceeded the number of songs that the JUNO-Di can handle.	The JUNO-Di can handle up to 99 songs in the root directory, and a total of up to 399 songs in all other playlists.
Sys Mem Damaged!	It is possible that the contents of system memory have been damaged.	Please execute a Factory Reset. If this does not resolve the problem, contact your dealer or a nearby Roland service center.
MIDI Buffer Full!	An unusually large amount of MIDI data was received, and could not be processed.	Reduce the amount of MIDI messages that are being transmitted.
MIDI Offline!	The MIDI IN connection was broken.	Check that there is no problem with the MIDI cable connected to the JUNO-Di's MIDI IN, and that the MIDI cable was not disconnected.
Now Playing!	The Song Player is currently playing.	Either stop playback, or wait until playback has ended.
Battery Low!	The battery has run down.	Recharge the batteries, or use an AC adaptor.
No More Favorites!	No more favorites have been registered.	Check the currently selected favorite number and the direction ("FAV-UP" or "FAV-DOWN") that's assigned to the pedal (p. 76).

Effects List

Multi-Effects Parameters (MFX1–3, MFX)

The multi-effects feature 79 different kinds of effects. Some of the effects consist of two or more different effects connected in series.

FILTER (10 types)		
01	EQUALIZER	P.94
02	SPECTRUM	P.94
03	ISOLATOR	P.94
04	LOW BOOST	P.94
05	SUPER FILTER	P.95
06	STEP FILTER	P.95
07	ENHANCER	P.95
08	AUTO WAH	P.95
09	HUMANIZER	P.95
10	SPEAKER SIMULATOR	P.95
MODULATION (12 types)		
11	PHASER	P.95
12	STEP PHASER	P.96
13	MLT STAGE PHASER	P.96
14	INFINITE PHASER	P.96
15	RING MODULATOR	P.96
16	STEP RING MOD	P.96
17	TREMOLO	P.96
18	AUTO PAN	P.96
19	STEP PAN	P.97
20	SLICER	P.97
21	ROTARY	P.97
22	VK ROTARY	P.97
CHORUS (12 types)		
23	CHORUS	P.97
24	FLANGER	P.97
25	STEP FLANGER	P.97
26	HEXA-CHORUS	P.97
27	TREMOLO CHORUS	P.97
28	SPACE-D	P.98
29	3D CHORUS	P.98
30	3D FLANGER	P.98
31	3D STEP FLANGER	P.98
32	2BAND CHORUS	P.98
33	2BAND FLANGER	P.98
34	2BAND STEP FLANGR	P.98
DYNAMICS (8 types)		
35	OVERDRIVE	P.98
36	DISTORTION	P.98
37	VS OVERDRIVE	P.99
38	VS DISTORTION	P.99
39	GUITAR AMP SIM	P.99
40	COMPRESSOR	P.99
41	LIMITER	P.99
42	GATE	P.99

DELAY (13 types)		
43	DELAY	P.99
44	LONG DELAY	P.99
45	SERIAL DELAY	P.100
46	MODULATION DELAY	P.100
47	3TAP PAN DELAY	P.100
48	4TAP PAN DELAY	P.100
49	MULTI TAP DELAY	P.100
50	REVERSE DELAY	P.100
51	SHUFFLE DELAY	P.100
52	3D DELAY	P.100
53	ANALOG DELAY	P.101
54	ANALOG LONG DELAY	P.101
55	TAPE ECHO	P.101
LO-FI (5 types)		
56	LOFI NOISE	P.101
57	LOFI COMPRESS	P.101
58	LOFI RADIO	P.101
59	TELEPHONE	P.101
60	PHONOGRAPH	P.101
PITCH (3 types)		
61	PITCH SHIFTER	P.101
62	2VOI PCH SHIFTER	P.102
63	STEP PCH SHIFTER	P.102
REVERB (2 types)		
64	REVERB	P.102
65	GATED REVERB	P.102
COMBINATION (12 types)		
66	OD → CHORUS	P.102
67	OD → FLANGER	P.102
68	OD → DELAY	P.102
69	DST → CHORUS	P.102
70	DST → FLANGER	P.102
71	DST → DELAY	P.103
72	ENH → CHORUS	P.103
73	ENH → FLANGER	P.103
74	ENH → DELAY	P.103
75	CHORUS → DELAY	P.103
76	FLANGER → DELAY	P.103
77	CHORUS → FLANGER	P.103
PIANO (1 type)		
78	SYMPATHETIC RESO	P.103
VOCODER (1 type)		
79	VOCODER	P.103

About Note

Some effect settings (such as Rate or Delay Time) can be specified in terms of a note value. The note value for the current setting is shown following the numerical value.

* If the Rate is specified as a note value, the modulation will be synchronized with the tempo when you play back SMF song data.

note:

♬₃	Sixty-fourth-note triplet	♪	Sixty-fourth note	♫₃	Thirty-second-note triplet
♪	Thirty-second note	♫₃	Sixteenth-note triplet	♪.	Dotted thirty-second note
♪	Sixteenth note	♫₃	Eighth-note triplet	♪.	Dotted sixteenth note
♪	Eighth note	♩₃	Quarter-note triplet	♪.	Dotted eighth note
♩	Quarter note	♩₃	Half-note triplet	♩.	Dotted quarter note
♩	Half note	○₃	Whole-note triplet	♩.	Dotted half note
○	Whole note	‖○‖₃	Double-note triplet	○.	Dotted whole note
‖○‖	Double note				

NOTE

If you specify the delay time as a note value, slowing down the tempo will not change the delay time beyond a certain length. This is because there is an upper limit for the delay time; if the delay time is specified as a note value and you slow down the tempo until this upper limit is reached, the delay time cannot change any further. This upper limit is the maximum value that can be specified when setting the delay time as a numerical value.

Chorus Send and Reverb Send

The depth of chorus and reverb applied to the sound processed by the multi-effect is determined by the "Effect Edit" settings "Cho Send Level" and "Rev Send Level."

For details, refer to "Editing the Effects (MFX/Chorus/Reverb) (Effect Edit)" (p. 61).

01: EQUALIZER

This is a three-band stereo equalizer (low, mid, high).

Item	Value	Description
Low Gain	-15–+15 dB	Gain of the low range
Mid Gain	-15–+15 dB	Gain of the middle range
High Gain	-15–+15 dB	Gain of the high range
Level	0–127	Output Level

02: SPECTRUM

This is a stereo spectrum. Spectrum is a type of filter which modifies the timbre by boosting or cutting the level at specific frequencies.

Item	Value	Description
Band (250Hz)		
Band (1000Hz)	-15–+15 dB	Gain of each frequency band
Band (4000Hz)		
Level	0–127	Output Level

03: ISOLATOR

This is an equalizer which cuts the volume greatly, allowing you to add a special effect to the sound by cutting the volume in varying ranges.

Item	Value	Description
Boost/ Cut Low		These boost and cut each of the High, Middle, and Low frequency ranges. At -60 dB, the sound becomes inaudible. 0 dB is equivalent to the input level of the sound.
Boost/ Cut Mid	-60–+4 dB	
Boost/ Cut High		
Level	0–127	Output Level

04: LOW BOOST

Boosts the volume of the lower range, creating powerful lows.

Item	Value	Description
Boost Gain	0–+12 dB	Amount by which the lower range will be boosted
Level	0–127	Output level

05: SUPER FILTER

This is a filter with an extremely sharp slope. The cutoff frequency can be varied.

Item	Value	Description
Filter Type	LPF, BPF, HPF, NOTCH	Filter type Frequency range that will pass through each filter **LPF:** frequencies below the cutoff **BPF:** frequencies in the region of the cutoff **HPF:** frequencies above the cutoff **NOTCH:** frequencies other than the region of the cutoff
Filter Cutoff	0–127	Filter cutoff frequency value Increasing this setting will raise the frequency.
Level	0–127	Output level

06: STEP FILTER

This is a filter whose cutoff frequency can be modulated in steps. You can specify the pattern by which the cutoff frequency will change.

Item	Value	Description
Filter Type	LPF, BPF, HPF, NOTCH	Filter type Frequency range that will pass through each filter **LPF:** frequencies below the cutoff **BPF:** frequencies in the region of the cutoff **HPF:** frequencies above the cutoff **NOTCH:** frequencies other than the region of the cutoff
Rate	0.05–10.00 Hz, note	Rate of modulation
Level	0–127	Output level

07: ENHANCER

Controls the overtone structure of the high frequencies, adding sparkle and tightness to the sound.

Item	Value	Description
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Level	0–127	Output Level

08: AUTO WAH

Cyclically controls a filter to create cyclic change in timbre.

Item	Value	Description
Polarity	UP, DOWN	Sets the direction in which the frequency will change when the auto-wah filter is modulated. **UP:** The filter will change toward a higher frequency. **DOWN:** The filter will change toward a lower frequency.
Level	0–127	Output Level

09: HUMANIZER

Adds a vowel character to the sound, making it similar to a human voice.

Item	Value	Description
Vowel1	a, e, i, o, u	Selects the vowel.
Vowel2	a, e, i, o, u	
Rate	0.05–10.00 Hz, note	Frequency at which the two vowels switch
Level	0–127	Output level

10: SPEAKER SIMULATOR

Simulates the speaker type.

Item	Value	Description
Speaker	(See the table right.)	Type of speaker
Level	0–127	Output Level

Specifications of each Speaker Type

The speaker column indicates the diameter of each speaker unit (in inches) and the number of units.

Type	Cabinet	Speaker	Microphone
SMALL 1	small open-back enclosure	10	dynamic
SMALL 2	small open-back enclosure	10	dynamic
MIDDLE	open back enclosure	12 x 1	dynamic
JC-120	open back enclosure	12 x 2	dynamic
BUILT-IN 1	open back enclosure	12 x 2	dynamic
BUILT-IN 2	open back enclosure	12 x 2	condenser
BUILT-IN 3	open back enclosure	12 x 2	condenser
BUILT-IN 4	open back enclosure	12 x 2	condenser
BUILT-IN 5	open back enclosure	12 x 2	condenser
BG STACK 1	sealed enclosure	12 x 2	condenser
BG STACK 2	large sealed enclosure	12 x 2	condenser
MS STACK 1	large sealed enclosure	12 x 4	condenser
MS STACK 2	large sealed enclosure	12 x 4	condenser
METAL STACK	large double stack	12 x 4	condenser
2-STACK	large double stack	12 x 4	condenser
3-STACK	large triple stack	12 x 4	condenser

11: PHASER

A phase-shifted sound is added to the original sound and modulated.

Item	Value	Description
Mode	4-STAGE, 8-STAGE, 12-STAGE	Number of stages in the phaser
Rate	0.05–10.00 Hz, note	Frequency of modulation
Mix	0–127	Level of the phase-shifted sound
Level	0–127	Output Level

12: STEP PHASER

The phaser effect will be varied gradually.

Item	Value	Description
Mode	4-STAGE, 8-STAGE, 12-STAGE	Number of stages in the phaser
Step Rate	0.10–20.00 Hz, note	Rate of the step-wise change in the phaser effect
Mix	0–127	Level of the phase-shifted sound
Level	0–127	Output Level

13: MLT STAGE PHASER

Extremely high settings of the phase difference produce a deep phaser effect.

Item	Value	Description
Mode	4-STAGE, 8-STAGE, 12-STAGE, 16-STAGE, 20-STAGE, 24-STAGE	Number of phaser stages
Rate	0.05–10.00 Hz, note	Frequency of modulation
Mix	0–127	Level of the phase-shifted sound
Level	0–127	Output Level

14: INFINITE PHASER

A phaser that continues raising/lowering the frequency at which the sound is modulated.

Item	Value	Description
Mode	1, 2, 3, 4	Higher values will produce a deeper phaser effect.
Speed	-100–+100	Speed at which to raise or lower the frequency at which the sound is modulated (+: upward / -: downward)
Level	0–127	Output volume

15: RING MODULATOR

This is an effect that applies amplitude modulation (AM) to the input signal, producing bell-like sounds. You can also change the modulation frequency in response to changes in the volume of the sound sent into the effect.

Item	Value	Description
Frequency	0–127	Adjusts the frequency at which modulation is applied.
Level	0–127	Output level

16: STEP RING MOD (STEP RING MODULATOR)

This is a ring modulator that uses a 16-step sequence to vary the frequency at which modulation is applied.

Item	Value	Description
Rate	0.05–10.00 Hz, note	Rate at which the 16-step sequence will cycle
Level	0–127	Output volume

17: TREMOLO

Cyclically modulates the volume to add tremolo effect to the sound.

Item	Value	Description
Mod Wave	TRI, SQR, SIN, SAW1, SAW2	Modulation Wave **TRI:** triangle wave **SQR:** square wave **SIN:** sine wave **SAW1/2:** sawtooth wave
Rate	0.05–10.00 Hz, note	Frequency of the change
Level	0–127	Output Level

18: AUTO PAN

Cyclically modulates the stereo location of the sound.

Item	Value	Description
Mod Wave	TRI, SQR, SIN, SAW1, SAW2	Modulation Wave **TRI:** triangle wave **SQR:** square wave **SIN:** sine wave **SAW1/2:** sawtooth wave
Rate	0.05–10.00 Hz, note	Frequency of the change
Level	0–127	Output Level

19: STEP PAN

This uses a 16-step sequence to vary the panning of the sound.

Item	Value	Description
Rate	0.05–10.00 Hz, note	Rate at which the 16-step sequence will cycle
Level	0–127	Output volume

20: SLICER

By applying successive cuts to the sound, this effect turns a conventional sound into a sound that appears to be played as a backing phrase. This is especially effective when applied to sustain-type sounds.

Item	Value	Description
Rate	0.05–10.00 Hz, note	Rate at which the 16-step sequence will cycle
Level	0–127	Output level

21: ROTARY

The Rotary effect simulates the sound of the rotary speakers often used with the electric organs of the past.

Item	Value	Description
Speed	SLOW, FAST	Simultaneously switch the rotational speed of the low frequency rotor and high frequency rotor. **SLOW:** Slows down the rotation **FAST:** Speeds up the rotation
Slow Speed	0.05–10.00 Hz	Rotational speed for SLOW setting
Fast Speed	0.05–10.00 Hz	Rotational speed for FAST setting
Level	0–127	Output Level

22: VK ROTARY

This type provides modified response for the rotary speaker, with the low end boosted further.

This is a rotary effect taken from the VK.

Item	Value	Description
Speed	SLOW, FAST	Simultaneously switch the rotational speed of the low frequency rotor and high frequency rotor. **SLOW:** Slows down the rotation **FAST:** Speeds up the rotation
Slow Speed	0.05–10.00 Hz	Rotational speed for SLOW setting
Fast Speed	0.05–10.00 Hz	Rotational speed for FAST setting
Level	0–127	Output Level

23: CHORUS

This is a stereo chorus.

Item	Value	Description
Rate	0.05–10.00 Hz, note	Frequency of modulation
Depth	0–127	Depth of modulation
Level	0–127	Output Level

24: FLANGER

This is a stereo flanger. (The LFO has the same phase for left and right.) It produces a metallic resonance that rises and falls like a jet airplane taking off or landing. A filter is provided so that you can adjust the timbre of the flanged sound.

Item	Value	Description
Rate	0.05–10.00 Hz, note	Frequency of modulation
Depth	0–127	Depth of modulation
Level	0–127	Output Level

25: STEP FLANGER

This is a flanger in which the flanger pitch changes in steps. The speed at which the pitch changes can also be specified in terms of a note-value of a specified tempo.

Item	Value	Description
Step Rate	0.10–20.00 Hz, note	Rate (period) of pitch change
Level	0–127	Output Level

26: HEXA-CHORUS

Uses a six-phase chorus (six layers of chorused sound) to give richness and spatial spread to the sound.

Item	Value	Description
Rate	0.05–10.00 Hz, note	Frequency of modulation
Depth	0–127	Depth of modulation
Level	0–127	Output Level

27: TREMOLO CHORUS

This is a chorus effect with added Tremolo (cyclic modulation of volume).

Item	Value	Description
Tremolo Rate	0.05–10.00 Hz, note	Modulation frequency of the tremolo effect
Level	0–127	Output Level

28: SPACE-D

This is a multiple chorus that applies two-phase modulation in stereo. It gives no impression of modulation, but produces a transparent chorus effect.

Item	Value	Description
Rate	0.05–10.00 Hz, note	Frequency of modulation
Depth	0–127	Depth of modulation
Level	0–127	Output Level

29: 3D CHORUS

This applies a 3D effect to the chorus sound. The chorus sound will be positioned 90 degrees left and 90 degrees right.

Item	Value	Description
Rate	0.05–10.00 Hz, note	Frequency of modulation
Depth	0–127	Modulation depth of the chorus effect
Level	0–127	Output Level

30: 3D FLANGER

This applies a 3D effect to the flanger sound. The flanger sound will be positioned 90 degrees left and 90 degrees right.

Item	Value	Description
Rate	0.05–10.00 Hz, note	Frequency of modulation
Depth	0–127	Depth of modulation
Level	0–127	Output Level

31: 3D STEP FLANGER

This applies a 3D effect to the step flanger sound. The flanger sound will be positioned 90 degrees left and 90 degrees right.

Item	Value	Description
Step Rate	0.10–20.00 Hz, note	Rate (period) of pitch change
Level	0–127	Output Level

32: 2 BAND CHORUS

A chorus effect that lets you apply an effect independently to the low-frequency and high-frequency ranges.

Item	Value	Description
Low Rate	0.05–10.00 Hz, note	Rate at which the low-range chorus sound is modulated
High Rate	0.05–10.00 Hz, note	Rate at which the low-range chorus sound is modulated
Depth	0–127	Modulation depth for the chorus sound
Level	0–127	Output volume

33: 2 BAND FLANGER

A flanger that lets you apply an effect independently to the low-frequency and high-frequency ranges.

Item	Value	Description
Low Rate	0.05–10.00 Hz, note	Rate at which the low-range flanger sound is modulated
High Rate	0.05–10.00 Hz, note	Rate at which the high-range flanger sound is modulated
Depth	0–127	Modulation depth for the flanger sound
Level	0–127	Output volume

34: 2BAND STEP FLANGR

A step flanger that lets you apply an effect independently to the low-frequency and high-frequency ranges.

Item	Value	Description
Lo Stp Rate	0.10–20.00 Hz, note	Rate at which the steps will cycle for the low-range flanger sound
Hi Stp Rate	0.10–20.00 Hz, note	Rate at which the steps will cycle for the high-range flanger sound
Level	0–127	Output volume

35: OVERDRIVE

Creates a soft distortion similar to that produced by vacuum tube amplifiers.

Item	Value	Description
Amp Type	SMALL, BUILT-IN, 2-STACK, 3-STACK	Type of guitar amp **SMALL:** small amp **BUILT-IN:** single-unit type amp **2-STACK:** large double stack amp **3-STACK:** large triple stack amp
Drive	0–127	Degree of distortion Also changes the volume.
Level	0–127	Output Level

36: DISTORTION

Produces a more intense distortion than Overdrive.

Item	Value	Description
Amp Type	SMALL, BUILT-IN, 2-STACK, 3-STACK	Type of guitar amp **SMALL:** small amp **BUILT-IN:** single-unit type amp **2-STACK:** large double stack amp **3-STACK:** large triple stack amp
Drive	0–127	Degree of distortion Also changes the volume.
Level	0–127	Output Level

37: VS OVERDRIVE

This is an overdrive that provides heavy distortion.

Item	Value	Description
Amp Type	SMALL, BUILT-IN, 2-STACK, 3-STACK	Type of guitar amp **SMALL:** small amp **BUILT-IN:** single-unit type amp **2-STACK:** large double stack amp **3-STACK:** large triple stack amp
Drive	0–127	Degree of distortion Also changes the volume.
Level	0–127	Output Level

38: VS DISTORTION

This is a distortion effect that provides heavy distortion.

Item	Value	Description
Amp Type	SMALL, BUILT-IN, 2-STACK, 3-STACK	Type of guitar amp **SMALL:** small amp **BUILT-IN:** single-unit type amp **2-STACK:** large double stack amp **3-STACK:** large triple stack amp
Drive	0–127	Degree of distortion Also changes the volume.
Level	0–127	Output Level

39: GUITAR AMP SIM

This is an effect that simulates the sound of a guitar amplifier.

Item	Value	Description
Amp Type	JC-120, CLEAN TWIN, MATCH DRIVE, BG LEAD, MS1959I, MS1959II, MS1959I+II, SLDN LEAD, METAL 5150, METAL LEAD, OD-1, OD-2 TURBO, DISTORTION, FUZZ	Type of guitar amp
Amp Gain	LOW, MIDDLE, HIGH	Amount of pre-amp distortion
Level	0–127	Output level

40: COMPRESSOR

Flattens out high levels and boosts low levels, smoothing out fluctuations in volume.

Item	Value	Description
Threshold	0–127	Adjusts the volume at which compression begins
Level	0–127	Output level

41: LIMITER

Compresses signals that exceed a specified volume level, preventing distortion from occurring.

Item	Value	Description
Threshold	0–127	Adjusts the volume at which compression begins
Level	0–127	Output level

42: GATE

Cuts the reverb's delay according to the volume of the sound sent into the effect. Use this when you want to create an artificial-sounding decrease in the reverb's decay.

Item	Value	Description
Threshold	0–127	Volume level at which the gate begins to close
Level	0–127	Output level

43: DELAY

This is a stereo delay.

Item	Value	Description
Delay Time	0–1300 msec, note	Adjusts the time until the delay sound is heard.
Feedback	-98–+98%	Adjusts the amount of the delay sound that's fed back into the effect. Negative (-) settings invert the phase.
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the delay sound (W)

44: LONG DELAY

A delay that provides a long delay time.

This is a monaural delay.

Item	Value	Description
Delay Time	0–2600 msec, note	Delay time from when the original sound is heard to when the delay sound is heard
Feedback	-98–+98%	Proportion of the delay sound that is to be returned to the input (negative values invert the phase)
Balance	D100:0W–D0:100W	Volume balance of the original sound (D) and delay sound (W)

45: SERIAL DELAY

This delay connects two delay units in series.

Item	Value	Description
Delay 1 Time	0–1300 msec, note	Delay time from when sound is input to delay 1 until the delay sound is heard
Delay 2 Time	0–1300 msec, note	Delay time from when sound is input to delay 2 until the delay sound is heard
Feedback	-98–+98%	Proportion of the delay sound that is to be returned to the input of delay (negative values invert the phase)
Balance	D100:0W–D0:100W	Volume balance of the original sound (D) and delay sound (W)

46: MODULATION DELAY

Adds modulation to the delayed sound.

Item	Value	Description
Delay Time	0–1300 msec, note	Adjusts the time until the delay sound is heard.
Feedback	-98–+98%	Adjusts the amount of the delay sound that's fed back into the effect. Negative (-) settings invert the phase.
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the delay sound (W)

47: 3TAP PAN DELAY

Produces three delay sounds; center, left and right.

Item	Value	Description
Delay Time	0–860 msec, note	Delay time from the original sound until the delay sound is heard.
Feedback	-98–+98%	Adjusts the amount of the delay sound that's fed back into the effect. Negative (-) settings invert the phase.
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the delay sound (W)

48: 4TAP PAN DELAY

This effect has four delays.

Item	Value	Description
Delay Time	0–650 msec, note	Adjusts the time from the original sound until delay sounds are heard
Delay 1 Feedback	-98–+98%	Adjusts the amount of the delay sound that's fed back into the effect. Negative (-) settings invert the phase.
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the delay sound (W)

49: MULTI TAP DELAY

This is a variation of delay in which four delayed sounds are heard.

Item	Value	Description
Delay Time	0–650 msec, note	Adjusts the time until Delays are heard.
Delay 1 Feedback	-98–+98%	Adjusts the amount of the delay sound that's fed back into the effect. Negative (-) settings invert the phase.
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the effect sound (W)

50: REVERSE DELAY

This is a reverse delay that adds a reversed and delayed sound to the input sound.

Item	Value	Description
Rev Dly	0–1300 msec, note	Delay time from when sound is input into the reverse delay until the delay sound is heard
Rev Dly Fback	-98–+98%	Proportion of the delay sound that is to be returned to the input of the reverse delay (negative values invert the phase)
Balance	D100:0W–D0:100W	Volume balance of the original sound (D) and delay sound (W)

51: SHUFFLE DELAY

Adds a shuffle to the delay sound, giving the sound a bouncy delay effect with a swing feel.

Item	Value	Description
Delay Time	0–2600 msec, note	Adjusts the time until the delay sound is heard.
Shuffle Rate	0–100	Adjusts the ratio (as a percentage) of the time that elapses before Delay B sounds relative to the time that elapses before the Delay A sounds. When set to 100, the delay times are the same.
Feedback	-98–+98%	Adjusts the amount of the delay that's feedback into the effect. Negative (-) settings invert the phase.

52: 3D DELAY

This applies a 3D effect to the delay sound. The delay sound will be positioned 90 degrees left and 90 degrees right.

Item	Value	Description
Delay Time	0–860 msec, note	Adjusts the delay time from the direct sound until the delay sound is heard.
Center Fback	-98–+98%	Adjusts the proportion of the delay sound that is fed back into the effect. Negative (-) settings will invert the phase.
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the effect sound (W)

53: ANALOG DELAY

A stereo delay in which the delay time can be varied smoothly.

Item	Value	Description
Delay Time	0–1300 msec, note	Adjusts the time until the delay is heard.
Feedback	-98–+98%	Adjusts the amount of the delay that's fed back into the effect. Negative (-) settings invert the phase.
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the delay sound (W)

54: ANALOG LONG DELAY

A delay in which the delay time can be varied smoothly, and allowing an extended delay to be produced.

This is a monaural delay.

Item	Value	Description
Delay Time	0–2600 msec, note	Adjusts the time until the delay is heard.
Feedback	-98–+98%	Adjusts the amount of the delay that's fed back into the effect. Negative (-) settings invert the phase.
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the delay sound (W)

55: TAPE ECHO

A virtual tape echo that produces a realistic tape delay sound. This simulates the tape echo section of a Roland RE-201 Space Echo.

Item	Value	Description
Repeat Rate	0–127	Tape speed Increasing this value will shorten the spacing of the delayed sounds.
Intensity	0–127	Amount of delay repeats
Echo Level	0–127	Volume of the echo sound

56: LOFI NOISE

In addition to a lo-fi effect, this adds various types of noise such as white noise and disc noise.

Item	Value	Description
Noise Level	0–127	Volume of the white noise
Disc Nois Level	0–127	Volume of the record noise
Level	0–127	Output level

57: LOFI COMPRESS

This is an effect that intentionally degrades the sound quality for creative purposes.

Item	Value	Description
Level	0–127	Output level

58: LOFI RADIO

In addition to a Lo-Fi effect, this effect also generates radio noise.

Item	Value	Description
Radio Detune	0–127	Simulates the tuning noise of a radio. As this value is raised, the tuning drifts further.
Radio Noise Lev	0–127	Volume of the radio noise
Level	0–127	Output level

59: TELEPHONE

This effect produces a muffled sound, like that heard through a telephone.

Item	Value	Description
Level	0–127	Output level

60: PHONOGRAPH

Simulates a sound recorded on an analog record and played back on a record player. This effect also simulates the various types of noise that are typical of a record, and even the rotational irregularities of an old turntable.

Item	Value	Description
Total Noise Lev	0–127	Volume of overall noise
Total Wow/Flutr	0–127	Depth of overall rotational irregularity
Level	0–127	Output level

61: PITCH SHIFTER

A stereo pitch shifter.

Item	Value	Description
Coarse	-24–+12 semi	Adjusts the pitch of the pitch shifted sound in semitone steps.
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the pitch shifted sound (W)

62: 2VOI PCH SHIFTER (2VOICE PITCH SHIFTER)

Shifts the pitch of the original sound. This 2-voice pitch shifter has two pitch shifters, and can add two pitch shifted sounds to the original sound.

Item	Value	Description
Pch1 Coarse	-24-+12 semi	Adjusts the pitch of Pitch Shift 1 in semitone steps.
Pch2 Coarse	-24-+12 semi	Settings of the Pitch Shift 2 sound. The items are the same as for the Pitch Shift 1 sound.
Balance	D100:0W-D0:100W	Volume balance between the direct sound (D) and the pitch shifted sound (W)

63: STEP PCH SHIFTER (STEP PITCH SHIFTER)

A pitch shifter in which the amount of pitch shift is varied by a 16-step sequence.

Item	Value	Description
Rate	0.05–10.00 Hz, note	Rate at which the 16-step sequence will cycle
Balance	D100:0W–D0:100W	Volume balance of the original sound (D) and pitch-shifted sound (W)

64: REVERB

Adds reverberation to the sound, simulating an acoustic space.

Item	Value	Description
Type	ROOM1, ROOM2, STAGE1, STAGE2, HALL1, HALL2	Type of reverb **ROOM1:** dense reverb with short decay **ROOM2:** sparse reverb with short decay **STAGE1:** reverb with greater late reverberation **STAGE2:** reverb with strong early reflections **HALL1:** reverb with clear reverberance **HALL2:** reverb with rich reverberance
Time	0–127	Time length of reverberation

65: GATED REVERB

This is a special type of reverb in which the reverberant sound is cut off before its natural length.

Item	Value	Description
Type	NORMAL, REVERSE, SWEEP1, SWEEP2	Type of reverb **NORMAL:** conventional gated reverb **REVERSE:** backwards reverb **SWEEP1:** the reverberant sound moves from right to left **SWEEP2:** the reverberant sound moves from left to right
Gate Time	5–500 msec	Adjusts the time from when the reverb is heard until it disappears.

66: OD → CHORUS (OVERDRIVE → CHORUS)

Item	Value	Description
Overdrive Drive	0–127	Degree of distortion Also changes the volume.
Chorus Rate	0.05–10.00 Hz, note	Frequency of modulation
Chorus Depth	0–127	Depth of modulation
Level	0–127	Output Level

67: OD → FLANGER (OVERDRIVE → FLANGER)

Item	Value	Description
Overdrive Drive	0–127	Degree of distortion Also changes the volume.
Flangr Rate	0.05–10.00 Hz, note	Frequency of modulation
Flangr Depth	0–127	Depth of modulation
Level	0–127	Output Level

68: OD → DELAY (OVERDRIVE →DELAY)

Item	Value	Description
Overdrive Drive	0–127	Degree of distortion Also changes the volume.
Delay Time	0–2600 msec, note	Adjusts the delay time from the direct sound until the delay sound is heard.
Delay Feedback	-98–+98%	Adjusts the proportion of the delay sound that is fed back into the effect. Negative (-) settings will invert the phase.
Level	0–127	Output Level

69: DST → CHORUS (DISTORTION → CHORUS)

Item	Value	Description
Dst Drive	0–127	Degree of distortion Also changes the volume.
Chorus Rate	0.05–10.00 Hz, note	Frequency of modulation
Chorus Depth	0–127	Depth of modulation
Level	0–127	Output Level

70: DST → FLANGER (DISTORTION → FLANGER)

Item	Value	Description
Dst Drive	0–127	Degree of distortion Also changes the volume.
Flangr Rate	0.05–10.00 Hz, note	Frequency of modulation
Flangr Depth	0–127	Depth of modulation
Level	0–127	Output Level

71: DST → DELAY (DISTORTION → DELAY)

Item	Value	Description
Dst Drive	0–127	Degree of distortion Also changes the volume.
Delay Time	0–2600 msec, note	Adjusts the delay time from the direct sound until the delay sound is heard.
Delay Feedback	-98–+98%	Adjusts the proportion of the delay sound that is fed back into the effect. Negative (-) settings will invert the phase.
Level	0–127	Output Level

72: ENH → CHORUS (ENHANCER → CHORUS)

Item	Value	Description
Enhancer Mix	0–127	Level of the overtones generated by the enhancer
Chorus Rate	0.05–10.00 Hz, note	Frequency of modulation
Chorus Depth	0–127	Depth of modulation
Level	0–127	Output Level

73: ENH → FLANGER (ENHANCER → FLANGER)

Item	Value	Description
Enhancer Mix	0–127	Level of the overtones generated by the enhancer
Flangr Rate	0.05–10.00 Hz, note	Frequency of modulation
Flangr Depth	0–127	Depth of modulation
Level	0–127	Output Level

74: ENH → DELAY (ENHANCER → DELAY)

Item	Value	Description
Enhancer Mix	0–127	Level of the overtones generated by the enhancer
Delay Time	0–2600 msec, note	Adjusts the delay time from the direct sound until the delay sound is heard.
Delay Feedback	-98–+98%	Adjusts the proportion of the delay sound that is fed back into the effect. Negative (-) settings will invert the phase.
Level	0–127	Output Level

75: CHORUS → DELAY

Item	Value	Description
Chorus Rate	0.05–10.00 Hz, note	Frequency of modulation
Delay Time	0–2600 msec, note	Adjusts the delay time from the direct sound until the delay sound is heard.
Delay Feedback	-98–+98%	Adjusts the proportion of the delay sound that is fed back into the effect. Negative (-) settings will invert the phase.
Level	0–127	Output Level

76: FLANGER → DELAY

Item	Value	Description
Flangr Rate	0.05–10.00 Hz, note	Frequency of modulation
Delay Time	0–2600 msec, note	Adjusts the delay time from the direct sound until the delay sound is heard.
Delay Feedback	-98–+98%	Adjusts the proportion of the delay sound that is fed back into the effect. Negative (-) settings will invert the phase.
Level	0–127	Output Level

77: CHORUS → FLANGER

Item	Value	Description
Chorus Rate	0.05–10.00 Hz, note	Modulation frequency of the chorus effect
Flangr Rate	0.05–10.00 Hz, note	Modulation frequency of the flanger effect
Level	0–127	Output Level

78: SYMPATHETIC RESO (SYMPATHETIC RESONANCE)

On an acoustic piano, holding down the damper pedal allows other strings to resonate in sympathy with the notes you play, creating rich and spacious resonances. This effect simulates these sympathetic resonances.

Item	Value	Description
Lid	1–6	This simulates the actual changes in sound that occur when the lid of a grand piano is set at different heights.

79: VOCODER

Item	Value	Description
Mic Sens	0–127	Input sensitivity of the microphone
Synth Level	0–127	Input level of the instrument
Mic Mix	0–127	Amount of mic audio added to the output of the vocoder
Level	0–127	Volume level after passing through the vocoder

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Chorus Parameters

The JUNO-Di's Chorus effect unit can also be used as a stereo delay unit.

These settings allow you to select chorus or delay, and the characteristics of the selected effect type.

Item	Value	Description
Chorus Type	00: OFF, 01: CHORUS, 02: DELAY, 03: GM2 CHORUS	Selects either Chorus or Delay. 00: OFF Neither Chorus or Delay is used. 01: CHORUS Chorus is used. 02: DELAY Delay is used. 03: GM2 CHORUS GM2 Chorus is used.
Chorus Level or Delay Level	0–127	Volume of the chorus sound
01: CHORUS		
Rate	0.05–10.00 Hz, note	Frequency of modulation
Depth	0–127	Depth of modulation
02: DELAY		
Delay Time	0–1000 msec, note	Adjusts the delay time from the direct sound until the delay sound is heard.
Feedback	-98–+98%	Adjusts the proportion of the delay sound that is fed back into the effect. Negative (-) settings will invert the phase.
03: GM2 CHORUS		
Rate	0–127	Frequency of modulation
Depth	0–127	Depth of modulation

NOTE

If you specify the delay time as a note value, slowing down the tempo will not change the delay time beyond a certain length. This is because there is an upper limit for the delay time; if the delay time is specified as a note value and you slow down the tempo until this upper limit is reached, the delay time cannot change any further. This upper limit is the maximum value that can be specified when setting the delay time as a numerical value.

note:

♬₃	Sixty-fourth-note triplet	♬	Sixty-fourth note	♬₃	Thirty-second-note triplet
♬	Thirty-second note	♬₃	Sixteenth-note triplet	♬.	Dotted thirty-second note
♪	Sixteenth note	♪₃	Eighth-note triplet	♪.	Dotted sixteenth note
♪	Eighth note	♩₃	Quarter-note triplet	♪.	Dotted eighth note
♩	Quarter note	♩₃	Half-note triplet	♩.	Dotted quarter note
♩	Half note	○₃	Whole-note triplet	♩	Dotted half note
○	Whole note	‖○‖₃	Double-note triplet	○	Dotted whole note
‖○‖	Double note				

Reverb Parameters

These settings allow you to select the desired type of reverb, and its characteristics.

Item	Value	Description
Reverb Type	00: OFF, 01: REVERB, 02: SRV ROOM, 03: SRV HALL, 04: SRV PLATE, 05: GM2 REVERB	Type of reverb 00: OFF Reverb is not used. 01: REVERB Normal reverb 02: SRV ROOM This simulates typical room acoustic reflections. 03: SRV HALL This simulates typical concert hall acoustic reflections. 04: SRV PLATE This simulates a reverb plate, a popular type of artificial reverb unit that derives its sound from the vibration of a metallic plate. 05: GM2 REVERB GM2 Reverb
Reverb Level	0–127	Volume of the reverb sound
01: REVERB		
Type	ROOM1, ROOM2, STAGE1, STAGE2, HALL1, HALL2, DELAY, PAN-DELAY	Type of reverb/delay ROOM1: short reverb with high density ROOM2: short reverb with low density STAGE1: reverb with greater late reverberation STAGE2: reverb with strong early reflections HALL1: very clear-sounding reverb HALL2: rich reverb DELAY: conventional delay effect PAN-DELAY: delay effect with echoes that pan left and right
Time	0–127	Time length of reverberation (Type: ROOM1–HALL2) Delay time (Type: DELAY, PAN-DELAY)
02: SRV ROOM **03: SRV HALL** **04: SRV PLATE**		
Size	1–8	Size of the simulated room or hall
Time	0–127	Time length of reverberation
05: GM2 REVERB		
Character	0–7	Type of reverb 0–5: reverb 6, 7: delay
Time	0–127	Time length of reverberation

Tone List

[PIANO] Button

* Pf111–Pf128 are GM/GM2 tones.

No.		Tone Name	Category	MSB	LSB	PC
1	Pf001	88StageGrand	PNO	087	064	001
2	Pf002	88StgGrand 2	PNO	087	064	002
3	Pf003	88StgGrand 3	PNO	087	064	003
4	Pf004	JUNO Piano 1	PNO	087	064	004
5	Pf005	JUNO Piano 2	PNO	087	064	005
6	Pf006	Rich Grand 1	PNO	087	064	006
7	Pf007	Rich Grand 2	PNO	087	064	007
8	Pf008	Piano+Str 1	PNO	087	064	008
9	Pf009	Fairy Piano	PNO	087	064	009
10	Pf010	Pop Piano 1	PNO	087	064	010
11	Pf011	Pop Piano 2	PNO	087	064	011
12	Pf012	ConcertGrand	PNO	087	064	012
13	Pf013	Warm Tune	PNO	087	064	013
14	Pf014	Hall Concert	PNO	087	064	014
15	Pf015	Mellow Tune	PNO	087	064	015
16	Pf016	Mono Piano 1	PNO	087	064	016
17	Pf017	Mono Piano 2	PNO	087	064	017
18	Pf018	Mono Piano 3	PNO	087	064	018
19	Pf019	Piano+Pad 1	PNO	087	064	019
20	Pf020	Piano+Pad 2	PNO	087	064	020
21	Pf021	Piano+Vox	PNO	087	064	021
22	Pf022	Piano+Str 2	PNO	087	064	022
23	Pf023	Layers	PNO	087	064	023
24	Pf024	Grand Hall	PNO	087	064	024
25	Pf025	Cicada Piano	PNO	087	064	025
26	Pf026	Rapsody	PNO	087	064	026
27	Pf027	Pop Piano 3	PNO	087	064	027
28	Pf028	Pop Piano 4	PNO	087	064	028
29	Pf029	Radio Piano	PNO	087	064	029
30	Pf030	Rokkin' pF	PNO	087	064	030
31	Pf031	JD Piano 1	PNO	087	064	031
32	Pf032	JD Piano 2	PNO	087	064	032
33	Pf033	JD Piano&Str	PNO	087	064	033
34	Pf034	SA Dance Pno	PNO	087	064	034
35	Pf035	E-Grand	PNO	087	064	035
36	Pf036	Back E-Grand	PNO	087	064	036
37	Pf037	Dark Grand	PNO	087	064	037
38	Pf038	Grand+FM	PNO	087	064	038
39	Pf039	Blend Piano	PNO	087	064	039
40	Pf040	Piano Oz	PNO	087	064	040
41	Pf041	Meditate Pno	PNO	087	064	041
42	Pf042	FX Piano	PNO	087	064	042
43	Pf043	AmbientPiano	PNO	087	064	043
44	Pf044	Pure EP	EP	087	064	044
45	Pf045	Pure EP Trem	EP	087	064	045
46	Pf046	Stage Phazer	EP	087	064	046
47	Pf047	SA EPiano 1	EP	087	064	047
48	Pf048	FM EP 1	EP	087	064	048
49	Pf049	Pure Wurly 1	EP	087	064	049
50	Pf050	Wurly Trem 1	EP	087	064	050
51	Pf051	VelSpdWurly	EP	087	064	051
52	Pf052	Phase EP 1	EP	087	064	052
53	Pf053	Phase Stg EP	EP	087	064	053
54	Pf054	Flanger EP	EP	087	064	054
55	Pf055	TEL Stage EP	EP	087	064	055
56	Pf056	Vintage EP 1	EP	087	064	056
57	Pf057	Vintage EP 2	EP	087	064	057
58	Pf058	Vintage EP 3	EP	087	064	058
59	Pf059	Stage EP 1	EP	087	064	059
60	Pf060	Stage EP 2	EP	087	064	060
61	Pf061	StageCabinet	EP	087	064	061
62	Pf062	StageEP Trem	EP	087	064	062
63	Pf063	EP Trem 1	EP	087	064	063

No.		Tone Name	Category	MSB	LSB	PC
64	Pf064	EP Trem 2	EP	087	064	064
65	Pf065	EP Trem 3	EP	087	064	065
66	Pf066	EP Chorus 1	EP	087	064	066
67	Pf067	EP Chorus 2	EP	087	064	067
68	Pf068	EP Chorus 3	EP	087	064	068
69	Pf069	Phase EP 2	EP	087	064	069
70	Pf070	80s EP 1	EP	087	064	070
71	Pf071	Dyno EP	EP	087	064	071
72	Pf072	E.Piano	EP	087	064	072
73	Pf073	Back2the60s	EP	087	064	073
74	Pf074	Tine EP	EP	087	064	074
75	Pf075	LEO EP	EP	087	064	075
76	Pf076	SA EPiano 2	EP	087	064	076
77	Pf077	SA EP Trem	EP	087	064	077
78	Pf078	FM EP mix	EP	087	064	078
79	Pf079	FM-777	EP	087	064	079
80	Pf080	FM EP 2	EP	087	064	080
81	Pf081	FM EP 3	EP	087	064	081
82	Pf082	FM EP 4	EP	087	064	082
83	Pf083	Pure Wurly 2	EP	087	064	083
84	Pf084	Pure Wurly 3	EP	087	064	084
85	Pf085	Wurly Trem 2	EP	087	064	085
86	Pf086	Wurly Trem 3	EP	087	064	086
87	Pf087	EP Layer	EP	087	064	087
88	Pf088	80s EP 2	EP	087	064	088
89	Pf089	Pop EP	EP	087	064	089
90	Pf090	EP Bell 1	EP	087	064	090
91	Pf091	EP Bell 2	EP	087	064	091
92	Pf092	LonesomeRoad	EP	087	064	092
93	Pf093	Age'n'Tines	EP	087	064	093
94	Pf094	Brill TremEP	EP	087	064	094
95	Pf095	Crystal EP	EP	087	064	095
96	Pf096	Vintage Tine	EP	087	064	096
97	Pf097	Mk2 Stg phsr	EP	087	064	097
98	Pf098	Celestial EP	EP	087	064	098
99	Pf099	Psycho EP 1	EP	087	064	099
100	Pf100	Psycho EP 2	EP	087	064	100
101	Pf101	TineEP+Pad	EP	087	064	101
102	Pf102	Wurly+Pad	EP	087	064	102
103	Pf103	Dreaming EP	EP	087	064	103
104	Pf104	Balladeer	EP	087	064	104
105	Pf105	Remember	EP	087	064	105
106	Pf106	Vibe EP	EP	087	064	106
107	Pf107	sin(EP)	EP	087	064	107
108	Pf108	Fonky Fonky	EP	087	064	108
109	Pf109	FM EPad	EP	087	064	109
110	Pf110	EP Stack	EP	087	064	110
111	Pf111	Piano 1	PNO	121	0	1
112	Pf112	Piano 1w	PNO	121	1	
113	Pf113	European Pf	PNO	121	2	
114	Pf114	Piano 2	PNO	121	0	2
115	Pf115	Piano 2w	PNO	121	1	
116	Pf116	Piano 3	PNO	121	0	3
117	Pf117	Piano 3w	PNO	121	1	
118	Pf118	Honky-tonk	PNO	121	0	4
119	Pf119	Honky-tonk 2	PNO	121	4	
120	Pf120	E.Piano 1	EP	121	0	5
121	Pf121	St.Soft EP	EP	121	1	
122	Pf122	FM+SA EP	EP	121	2	
123	Pf123	Wurly	EP	121	3	
124	Pf124	E.Piano 2	EP	121	0	6
125	Pf125	Detuned EP 2	EP	121	1	
126	Pf126	St.FM EP	EP	121	2	
127	Pf127	EP Legend	EP	121	3	
128	Pf128	EP Phase	EP	121	4	

[KEYBOARD/ORGAN] Button

* Ky125–Ky162 are GM/GM2 tones.

No.		Tone Name	Category	MSB	LSB	PC
129	Ky001	HardRockORG1	ORG	087	064	111
130	Ky002	HardRockORG2	ORG	087	064	112
131	Ky003	GT Org Stack	ORG	087	064	113
132	Ky004	GT Org Std	ORG	087	064	114
133	Ky005	GT Org Clean	ORG	087	064	115
134	Ky006	Perc Organ 1	ORG	087	064	116
135	Ky007	FullStop Org	ORG	087	064	117
136	Ky008	FullDraw Org	ORG	087	064	118
137	Ky009	StakDraw Org	ORG	087	064	119
138	Ky010	JUNO PercOrg	ORG	087	064	120
139	Ky011	VKHold4Speed	ORG	087	064	121
140	Ky012	Pop Organ 1	ORG	087	064	122
141	Ky013	Pop Organ 2	ORG	087	064	123
142	Ky014	Pop Organ 3	ORG	087	064	124
143	Ky015	B Org 1	ORG	087	064	125
144	Ky016	B Org 2	ORG	087	064	126
145	Ky017	B Org 3	ORG	087	064	127
146	Ky018	B Org 4	ORG	087	064	128
147	Ky019	D.Bar Org 1	ORG	087	065	001
148	Ky020	D.Bar Org 2	ORG	087	065	002
149	Ky021	D.Bar Org 3	ORG	087	065	003
150	Ky022	D.Bar Org 4	ORG	087	065	004
151	Ky023	D.Bar Org 5	ORG	087	065	005
152	Ky024	D.Bar Org 6	ORG	087	065	006
153	Ky025	D.Bar Org 7	ORG	087	065	007
154	Ky026	D.Bar Org 8	ORG	087	065	008
155	Ky027	Perc Organ 2	ORG	087	065	009
156	Ky028	X Perc Organ	ORG	087	065	010
157	Ky029	Rhythm'n'B	ORG	087	065	011
158	Ky030	Phono Organ	ORG	087	065	012
159	Ky031	Rochno Org	ORG	087	065	013
160	Ky032	R&B Organ 1	ORG	087	065	014
161	Ky033	R&B Organ 2	ORG	087	065	015
162	Ky034	SuperDistOrg	ORG	087	065	016
163	Ky035	SuperDist Ld	ORG	087	065	017
164	Ky036	Dist Bee	ORG	087	065	018
165	Ky037	LoFi PercOrg	ORG	087	065	019
166	Ky038	60's Org 1	ORG	087	065	020
167	Ky039	60's Org 2	ORG	087	065	021
168	Ky040	Smoky Organ	ORG	087	065	022
169	Ky041	Soap Opera	ORG	087	065	023
170	Ky042	Crummy Organ	ORG	087	065	024
171	Ky043	Aqua Org/Pno	ORG	087	065	025
172	Ky044	Positive Org	ORG	087	065	026
173	Ky045	Chapel Organ	ORG	087	065	027
174	Ky046	Cathedral	ORG	087	065	028
175	Ky047	Grand Pipe	ORG	087	065	029
176	Ky048	Pipe Organ 1	ORG	087	065	030
177	Ky049	Pipe Organ 2	ORG	087	065	031
178	Ky050	Masked Opera	ORG	087	065	032
179	Ky051	Clavi 1	KEY	087	065	033
180	Ky052	Clavi 2	KEY	087	065	034
181	Ky053	Phase Clavi1	KEY	087	065	035
182	Ky054	Phase Clavi2	KEY	087	065	036
183	Ky055	AnalogClavi1	KEY	087	065	037
184	Ky056	Pulse Clavi	KEY	087	065	038
185	Ky057	VintageClavi	KEY	087	065	039
186	Ky058	Cutter Clavi	KEY	087	065	040
187	Ky059	Over-D6	KEY	087	065	041
188	Ky060	Cell Clavi	KEY	087	065	042
189	Ky061	Clavi 3	KEY	087	065	043
190	Ky062	Clavi 4	KEY	087	065	044
191	Ky063	Clavi 5	KEY	087	065	045

No.		Tone Name	Category	MSB	LSB	PC
192	Ky064	Funky D	KEY	087	065	046
193	Ky065	Funky Line	KEY	087	065	047
194	Ky066	AnalogClavi2	KEY	087	065	048
195	Ky067	PWM Clavi	KEY	087	065	049
196	Ky068	Biting Clavi	KEY	087	065	050
197	Ky069	Reso Clavi	KEY	087	065	051
198	Ky070	BPF Clavi Ph	KEY	087	065	052
199	Ky071	Snappy Clavi	KEY	087	065	053
200	Ky072	Harpsy Clavi	KEY	087	065	054
201	Ky073	JUNO Harpsi	KEY	087	065	055
202	Ky074	Amadeus	KEY	087	065	056
203	Ky075	Music Bells	BEL	087	065	057
204	Ky076	D50Fantasia1	BEL	087	065	058
205	Ky077	D50Fantasia2	BEL	087	065	059
206	Ky078	Frends Bell	BEL	087	065	060
207	Ky079	FM Syn Bell	BEL	087	065	061
208	Ky080	Dreaming Box	BEL	087	065	062
209	Ky081	Himalaya Ice	BEL	087	065	063
210	Ky082	Wine Glass	BEL	087	065	064
211	Ky083	MuBox Pad	BEL	087	065	065
212	Ky084	Pop Bell	BEL	087	065	066
213	Ky085	Candy Bell	BEL	087	065	067
214	Ky086	FM Heaven	BEL	087	065	068
215	Ky087	JUNO Celesta	BEL	087	065	069
216	Ky088	Celesta Trem	BEL	087	065	070
217	Ky089	Glocken	BEL	087	065	071
218	Ky090	Music Box 1	BEL	087	065	072
219	Ky091	Music Box 2	BEL	087	065	073
220	Ky092	Kalimbells	BEL	087	065	074
221	Ky093	JUNO Bell	BEL	087	065	075
222	Ky094	Grained Bell	BEL	087	065	076
223	Ky095	Chime	BEL	087	065	077
224	Ky096	Bell Ring	BEL	087	065	078
225	Ky097	Tubular Bell	BEL	087	065	079
226	Ky098	5th Key	BEL	087	065	080
227	Ky099	Bell Monitor	BEL	087	065	081
228	Ky100	TubyRuesday	BEL	087	065	082
229	Ky101	Step Ice	BEL	087	065	083
230	Ky102	Vibe Trem 1	MLT	087	065	084
231	Ky103	Vibe Trem 2	MLT	087	065	085
232	Ky104	Pure Vibe	MLT	087	065	086
233	Ky105	Ringy Vibes	MLT	087	065	087
234	Ky106	Airie Vibez	MLT	087	065	088
235	Ky107	JUNO Marimba	MLT	087	065	089
236	Ky108	Soft Marimba	MLT	087	065	090
237	Ky109	FM Wood	MLT	087	065	091
238	Ky110	Xylo	MLT	087	065	092
239	Ky111	Ethno Keys	MLT	087	065	093
240	Ky112	Synergy MLT	MLT	087	065	094
241	Ky113	JUNO SteelDr	MLT	087	065	095
242	Ky114	50`SteelDrms	MLT	087	065	096
243	Ky115	Xylosizer	MLT	087	065	097
244	Ky116	AirPluck	MLT	087	065	098
245	Ky117	Toy Box	MLT	087	065	099
246	Ky118	Icy Keys	MLT	087	065	100
247	Ky119	Squeeze Me!	ACD	087	065	101
248	Ky120	Vodkakordion	ACD	087	065	102
249	Ky121	Guinguette	ACD	087	065	103
250	Ky122	JUNO Harm	HRM	087	065	104
251	Ky123	Blues harp	HRM	087	065	105
252	Ky124	Green Bullet	HRM	087	065	106
253	Ky125	Harpsichord	KEY	121	0	7
254	Ky126	Coupled Hps.	KEY	121	1	
255	Ky127	Harpsi.w	KEY	121	2	
256	Ky128	Harpsi.o	KEY	121	3	
257	Ky129	Clav.	KEY	121	0	8

No.		Tone Name	Category	MSB	LSB	PC
258	Ky130	Pulse Clav	KEY	121	1	
259	Ky131	Celesta	KEY	121	0	9
260	Ky132	Glockenspiel	BEL	121	0	10
261	Ky133	Music Box	BEL	121	0	11
262	Ky134	Vibraphone	MLT	121	0	12
263	Ky135	Vibraphone w	MLT	121	1	
264	Ky136	Marimba	MLT	121	0	13
265	Ky137	Marimba w	MLT	121	1	
266	Ky138	Xylophone	MLT	121	0	14
267	Ky139	Tubular-bell	BEL	121	0	15
268	Ky140	Church Bell	BEL	121	1	
269	Ky141	Carillon	BEL	121	2	
270	Ky142	Organ 1	ORG	121	0	17
271	Ky143	Trem. Organ	ORG	121	1	
272	Ky144	60's Organ 1	ORG	121	2	
273	Ky145	70's E.Organ	ORG	121	3	
274	Ky146	Organ 2	ORG	121	0	18
275	Ky147	Chorus Or.2	ORG	121	1	
276	Ky148	Perc. Organ	ORG	121	2	
277	Ky149	Organ 3	ORG	121	0	19
278	Ky150	Church Org.1	ORG	121	0	20
279	Ky151	Church Org.2	ORG	121	1	
280	Ky152	Church Org.3	ORG	121	2	
281	Ky153	Reed Organ	ORG	121	0	21
282	Ky154	Puff Organ	ORG	121	1	
283	Ky155	Accordion Fr	ACD	121	0	22
284	Ky156	Accordion It	ACD	121	1	
285	Ky157	Harmonica	HRM	121	0	23
286	Ky158	Bandoneon	ACD	121	0	24
287	Ky159	Crystal	BEL	121	0	99
288	Ky160	Syn Mallet	BEL	121	1	
289	Ky161	Tinkle Bell	BEL	121	0	113
290	Ky162	Steel Drums	MLT	121	0	115

[GUITAR/BASS] Button

* Gt176–Gt219 are GM/GM2 tones.

No.		Tone Name	Category	MSB	LSB	PC
291	Gt001	JUNO Nylon	AGT	087	065	107
292	Gt002	Comp Stl Gtr	AGT	087	065	108
293	Gt003	Pre Mass Hum	AGT	087	065	109
294	Gt004	Uncle Martin	AGT	087	065	110
295	Gt005	12str Guitar	AGT	087	065	111
296	Gt006	Nylon Gtr	AGT	087	065	112
297	Gt007	SoftNyln Gtr	AGT	087	065	113
298	Gt008	Wet Nyln Gtr	AGT	087	065	114
299	Gt009	Bright Nylon	AGT	087	065	115
300	Gt010	Pure Nylon	AGT	087	065	116
301	Gt011	Nylon Delay	AGT	087	065	117
302	Gt012	Thick Steel	AGT	087	065	118
303	Gt013	Wide Ac Gtr	AGT	087	065	119
304	Gt014	So good !	AGT	087	065	120
305	Gt015	Jazz Guitar1	EGT	087	065	121
306	Gt016	Jazz Guitar2	EGT	087	065	122
307	Gt017	DynoJazz Gtr	EGT	087	065	123
308	Gt018	Clean Gtr 1	EGT	087	065	124
309	Gt019	Clean Gtr 2	EGT	087	065	125
310	Gt020	Pick Gtr	EGT	087	065	126
311	Gt021	Strat Gtr 1	EGT	087	065	127
312	Gt022	Strat Gtr 2	EGT	087	065	128
313	Gt023	Funk Gtr	EGT	087	066	001
314	Gt024	StratSeq'nce	EGT	087	066	002
315	Gt025	Plug n' Gig1	EGT	087	066	003
316	Gt026	Plug n' Gig2	EGT	087	066	004
317	Gt027	Kinda Kurt	EGT	087	066	005
318	Gt028	Nice Oct Gtr	EGT	087	066	006

No.		Tone Name	Category	MSB	LSB	PC
319	Gt029	Crimson Gtr	EGT	087	066	007
320	Gt030	Plugged!!	DGT	087	066	008
321	Gt031	Punker 1	DGT	087	066	009
322	Gt032	Rockin' Dly	DGT	087	066	010
323	Gt033	Loud Gtr	DGT	087	066	011
324	Gt034	Searing Gtr	DGT	087	066	012
325	Gt035	Searing COSM	DGT	087	066	013
326	Gt036	OctSearingGt	DGT	087	066	014
327	Gt037	Dist.Fingerz	DGT	087	066	015
328	Gt038	Fuzz Gtr	DGT	087	066	016
329	Gt039	Crunch Twin	DGT	087	066	017
330	Gt040	Larsen	DGT	087	066	018
331	Gt041	Trem-o-Vibe	DGT	087	066	019
332	Gt042	Touch Drive	DGT	087	066	020
333	Gt043	Chunk Atk	DGT	087	066	021
334	Gt044	LP Dist	DGT	087	066	022
335	Gt045	Hurtling Gtr	DGT	087	066	023
336	Gt046	Power Chord	DGT	087	066	024
337	Gt047	Punker 2	DGT	087	066	025
338	Gt048	Ac Bass 1	BS	087	066	026
339	Gt049	Ac Bass 2	BS	087	066	027
340	Gt050	Ac Bass 3	BS	087	066	028
341	Gt051	Ulti Ac Bass	BS	087	066	029
342	Gt052	Downright Bs	BS	087	066	030
343	Gt053	Cmp'd Fng Bs	BS	087	066	031
344	Gt054	FingerMaster	BS	087	066	032
345	Gt055	Return2Base!	BS	087	066	033
346	Gt056	Finger Bs 1	BS	087	066	034
347	Gt057	Finger Bs 2	BS	087	066	035
348	Gt058	Finger Bs 3	BS	087	066	036
349	Gt059	Fretless Bs1	BS	087	066	037
350	Gt060	Fretless Bs2	BS	087	066	038
351	Gt061	Fretless Bs3	BS	087	066	039
352	Gt062	RichFretless	BS	087	066	040
353	Gt063	NewAge Frtls	BS	087	066	041
354	Gt064	P-Bass	BS	087	066	042
355	Gt065	Roomy Bass	BS	087	066	043
356	Gt066	All Round Bs	BS	087	066	044
357	Gt067	Pick Bass 1	BS	087	066	045
358	Gt068	Pick Bass 2	BS	087	066	046
359	Gt069	Thumb Up!	BS	087	066	047
360	Gt070	Tubby Mute	BS	087	066	048
361	Gt071	Chicken Bass	BS	087	066	049
362	Gt072	Snug Bass	BS	087	066	050
363	Gt073	Chorus Bass	BS	087	066	051
364	Gt074	A Big Pick	BS	087	066	052
365	Gt075	Slap Bass	BS	087	066	053
366	Gt076	Slap w/Fx	BS	087	066	054
367	Gt077	Basement	BS	087	066	055
368	Gt078	Low Bass	SBS	087	066	056
369	Gt079	Foundation	SBS	087	066	057
370	Gt080	SH Sawtooth	SBS	087	066	058
371	Gt081	Fat RubberBs	SBS	087	066	059
372	Gt082	Garage Bass1	SBS	087	066	060
373	Gt083	Reso SynBs 1	SBS	087	066	061
374	Gt084	TB Dist Bs	SBS	087	066	062
375	Gt085	JUNO Acid Bs	SBS	087	066	063
376	Gt086	Monster Bass	SBS	087	066	064
377	Gt087	Oil Can Bass	SBS	087	066	065
378	Gt088	Pedal Syn Bs	SBS	087	066	066
379	Gt089	Big Mini 1	SBS	087	066	067
380	Gt090	Big Mini 2	SBS	087	066	068
381	Gt091	SH-2 Bs	SBS	087	066	069
382	Gt092	SH-101 Bs 1	SBS	087	066	070
383	Gt093	R&B Bass 1	SBS	087	066	071
384	Gt094	R&B Bass 2	SBS	087	066	072

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No.		Tone Name	Category	MSB	LSB	PC
385	Gt095	R&B Bass 3	SBS	087	066	073
386	Gt096	Moogy Bass 1	SBS	087	066	074
387	Gt097	Moogy Bass 2	SBS	087	066	075
388	Gt098	JUNO Reso	SBS	087	066	076
389	Gt099	Alpha SynBs1	SBS	087	066	077
390	Gt100	Alpha SynBs2	SBS	087	066	078
391	Gt101	SH Square	SBS	087	066	079
392	Gt102	Pedal Square	SBS	087	066	080
393	Gt103	Doze Bass 1	SBS	087	066	081
394	Gt104	VirtualRnBs1	SBS	087	066	082
395	Gt105	Saw&MG Bass1	SBS	087	066	083
396	Gt106	Square Bass	SBS	087	066	084
397	Gt107	Bs MG	SBS	087	066	085
398	Gt108	Bs Reso	SBS	087	066	086
399	Gt109	Bs SH	SBS	087	066	087
400	Gt110	Bs TB	SBS	087	066	088
401	Gt111	Bs MC	SBS	087	066	089
402	Gt112	Bs Pedal	SBS	087	066	090
403	Gt113	Bs Release	SBS	087	066	091
404	Gt114	Bs Cheeze	SBS	087	066	092
405	Gt115	Mini Like!	SBS	087	066	093
406	Gt116	MC-404 Bass	SBS	087	066	094
407	Gt117	Soft SynBass	SBS	087	066	095
408	Gt118	JUNO-106 Bs	SBS	087	066	096
409	Gt119	Smooth Bass	SBS	087	066	097
410	Gt120	Flat Bass	SBS	087	066	098
411	Gt121	Punch MG 2	SBS	087	066	099
412	Gt122	Electro Rubb	SBS	087	066	100
413	Gt123	R&B Bass 4	SBS	087	066	101
414	Gt124	Enorjizor	SBS	087	066	102
415	Gt125	LowFat Bass	SBS	087	066	103
416	Gt126	Doze Bass 2	SBS	087	066	104
417	Gt127	DCO Bass	SBS	087	066	105
418	Gt128	VirtualRnBs2	SBS	087	066	106
419	Gt129	Saw&MG Bass2	SBS	087	066	107
420	Gt130	MG+SubOsc Bs	SBS	087	066	108
421	Gt131	R&B Bass 5	SBS	087	066	109
422	Gt132	R&B Bass 6	SBS	087	066	110
423	Gt133	Not a Bass	SBS	087	066	111
424	Gt134	Reso SynBs 2	SBS	087	066	112
425	Gt135	SH-1 Bass	SBS	087	066	113
426	Gt136	SH-101 Bs 2	SBS	087	066	114
427	Gt137	Punch MG 1	SBS	087	066	115
428	Gt138	MKS-50 SynBs	SBS	087	066	116
429	Gt139	Gashed Bass	SBS	087	066	117
430	Gt140	Q Bass	SBS	087	066	118
431	Gt141	Super-G DX	SBS	087	066	119
432	Gt142	Kickin' Bass	SBS	087	066	120
433	Gt143	OilDrum Bass	SBS	087	066	121
434	Gt144	Dust Bass	SBS	087	066	122
435	Gt145	Glide-iator	SBS	087	066	123
436	Gt146	Acid Punch	SBS	087	066	124
437	Gt147	Unison Bass	SBS	087	066	125
438	Gt148	Detune Bass	SBS	087	066	126
439	Gt149	Lo Bass	SBS	087	066	127
440	Gt150	Garage Bass2	SBS	087	066	128
441	Gt151	Sub Sonic	SBS	087	067	001
442	Gt152	Jungle Bass	SBS	087	067	002
443	Gt153	R&B Bass 7	SBS	087	067	003
444	Gt154	Simply Basic	SBS	087	067	004
445	Gt155	Beepin Bass	SBS	087	067	005
446	Gt156	MC-TB Bass	SBS	087	067	006
447	Gt157	Acdg Bass	SBS	087	067	007
448	Gt158	Loco Voco	SBS	087	067	008
449	Gt159	Unplug it!	SBS	087	067	009
450	Gt160	S&H Bass	SBS	087	067	010

No.		Tone Name	Category	MSB	LSB	PC
451	Gt161	Destroyed Bs	SBS	087	067	011
452	Gt162	Lo-Fi TB	SBS	087	067	012
453	Gt163	Drop Bass	SBS	087	067	013
454	Gt164	Big Mini 3	SBS	087	067	014
455	Gt165	Muffled MG	SBS	087	067	015
456	Gt166	Intrusive Bs	SBS	087	067	016
457	Gt167	Alpha SynBs3	SBS	087	067	017
458	Gt168	TransistorBs	SBS	087	067	018
459	Gt169	JUNO-60 Bass	SBS	087	067	019
460	Gt170	Storm Bass	SBS	087	067	020
461	Gt171	Alpha ResoBs	SBS	087	067	021
462	Gt172	SH-101 Vibe	SBS	087	067	022
463	Gt173	Fazee Bass	SBS	087	067	023
464	Gt174	Hi-Energy Bs	SBS	087	067	024
465	Gt175	Low Nz Bass	SBS	087	067	025
466	Gt176	Nylon-str.Gt	AGT	121	0	25
467	Gt177	Ukulele	AGT	121	1	
468	Gt178	Nylon Gt.o	AGT	121	2	
469	Gt179	Nylon Gt.2	AGT	121	3	
470	Gt180	Steel-str.Gt	AGT	121	0	26
471	Gt181	12-str.Gt	AGT	121	1	
472	Gt182	Mandolin	AGT	121	2	
473	Gt183	Steel + Body	AGT	121	3	
474	Gt184	Jazz Gt.	EGT	121	0	27
475	Gt185	Pedal Steel	EGT	121	1	
476	Gt186	Clean Gt.	EGT	121	0	28
477	Gt187	Chorus Gt.	EGT	121	1	
478	Gt188	Mid Tone GTR	EGT	121	2	
479	Gt189	Muted Gt.	EGT	121	0	29
480	Gt190	Funk Pop	EGT	121	1	
481	Gt191	Funk Gt.2	EGT	121	2	
482	Gt192	Jazz Man	EGT	121	3	
483	Gt193	Overdrive Gt	DGT	121	0	30
484	Gt194	Guitar Pinch	DGT	121	1	
485	Gt195	DistortionGt	DGT	121	0	31
486	Gt196	Feedback Gt.	DGT	121	1	
487	Gt197	Dist Rtm GTR	DGT	121	2	
488	Gt198	Gt.Harmonics	EGT	121	0	32
489	Gt199	Gt. Feedback	EGT	121	1	
490	Gt200	Acoustic Bs.	BS	121	0	33
491	Gt201	Fingered Bs.	BS	121	0	34
492	Gt202	Finger Slap	BS	121	1	
493	Gt203	Picked Bass	BS	121	0	35
494	Gt204	Fretless Bs.	BS	121	0	36
495	Gt205	Slap Bass 1	BS	121	0	37
496	Gt206	Slap Bass 2	BS	121	0	38
497	Gt207	Synth Bass 1	SBS	121	0	39
498	Gt208	SynthBass101	SBS	121	1	
499	Gt209	Acid Bass	SBS	121	2	
500	Gt210	Clavi Bass	SBS	121	3	
501	Gt211	Hammer	SBS	121	4	
502	Gt212	Synth Bass 2	SBS	121	0	40
503	Gt213	Beef FM Bass	SBS	121	1	
504	Gt214	RubberBass 2	SBS	121	2	
505	Gt215	Attack Pulse	SBS	121	3	
506	Gt216	Atmosphere	AGT	121	0	100
507	Gt217	Gt.FretNoise	AGT	121	0	121
508	Gt218	Gt.Cut Noise	AGT	121	1	
509	Gt219	String Slap	AGT	121	2	

[ORCHESTRA] Button

* Oc070–Oc087 are GM/GM2 tones.

No.		Tone Name	Category	MSB	LSB	PC
510	Oc001	String Ens	STR	087	067	026
511	Oc002	JUNO Strings	STR	087	067	027
512	Oc003	Chamber Str1	STR	087	067	028
513	Oc004	Chamber Str2	STR	087	067	029
514	Oc005	Staccato	STR	087	067	030
515	Oc006	Pizzicato	STR	087	067	031
516	Oc007	Pizz/Stacc	STR	087	067	032
517	Oc008	Sahara Str	STR	087	067	033
518	Oc009	Random Mood	STR	087	067	034
519	Oc010	X Hall Str	STR	087	067	035
520	Oc011	DelayQuartet	STR	087	067	036
521	Oc012	Pop Str 1	STR	087	067	037
522	Oc013	Pop Str 2	STR	087	067	038
523	Oc014	Pop Str 3	STR	087	067	039
524	Oc015	WhiteStrings	STR	087	067	040
525	Oc016	JV Strings	STR	087	067	041
526	Oc017	Marcato	STR	087	067	042
527	Oc018	Strings 1	STR	087	067	043
528	Oc019	Strings 2	STR	087	067	044
529	Oc020	Stringz 101	STR	087	067	045
530	Oc021	Crossed Bows	STR	087	067	046
531	Oc022	Small Str	STR	087	067	047
532	Oc023	Warm Strings	STR	087	067	048
533	Oc024	DynaStrSect1	STR	087	067	049
534	Oc025	DynaStrSect2	STR	087	067	050
535	Oc026	Full Strings	STR	087	067	051
536	Oc027	X StrSection	STR	087	067	052
537	Oc028	Oct Strings	STR	087	067	053
538	Oc029	Strings 3	STR	087	067	054
539	Oc030	Monkey Str	STR	087	067	055
540	Oc031	Hybrid Str 1	STR	087	067	056
541	Oc032	Hybrid Str 2	STR	087	067	057
542	Oc033	Biggie Bows	STR	087	067	058
543	Oc034	Str Stacc mp	STR	087	067	059
544	Oc035	So Staccato	STR	087	067	060
545	Oc036	Long/Stacc	STR	087	067	061
546	Oc037	Pizz/Long	STR	087	067	062
547	Oc038	Vls PizzHall	STR	087	067	063
548	Oc039	DelicatePizz	STR	087	067	064
549	Oc040	Orch Pizz	STR	087	067	065
550	Oc041	BrightViolin	STR	087	067	066
551	Oc042	Bright Cello	STR	087	067	067
552	Oc043	Gang Strangs	STR	087	067	068
553	Oc044	Clustered!?!	STR	087	067	069
554	Oc045	Movie Scene	STR	087	067	070
555	Oc046	Mellow Tron	STR	087	067	071
556	Oc047	Tronic Str	STR	087	067	072
557	Oc048	Wind & Str 1	ORC	087	067	073
558	Oc049	Wind & Str 2	ORC	087	067	074
559	Oc050	Farewell	ORC	087	067	075
560	Oc051	Orch & Horns	ORC	087	067	076
561	Oc052	Soft Orch 1	ORC	087	067	077
562	Oc053	Soft Orch 2	ORC	087	067	078
563	Oc054	Henry IX	ORC	087	067	079
564	Oc055	Ending Scene	ORC	087	067	080
565	Oc056	Symphonika	ORC	087	067	081
566	Oc057	Cheezy Movie	HIT	087	067	082
567	Oc058	Philly Hit	HIT	087	067	083
568	Oc059	Smear Hit 1	HIT	087	067	084
569	Oc060	Smear Hit 2	HIT	087	067	085
570	Oc061	Good Old Hit	HIT	087	067	086
571	Oc062	Mix Hit 1	HIT	087	067	087
572	Oc063	Mix Hit 2	HIT	087	067	088

No.		Tone Name	Category	MSB	LSB	PC
573	Oc064	Lo-Fi Hit	HIT	087	067	089
574	Oc065	2ble Action	HIT	087	067	090
575	Oc066	In da Cave	HIT	087	067	091
576	Oc067	Housechord	HIT	087	067	092
577	Oc068	Mod Chord	HIT	087	067	093
578	Oc069	Dance Steam	HIT	087	067	094
579	Oc070	Violin	STR	121	0	41
580	Oc071	Slow Violin	STR	121	1	
581	Oc072	Viola	STR	121	0	42
582	Oc073	Cello	STR	121	0	43
583	Oc074	Contrabass	STR	121	0	44
584	Oc075	Tremolo Str	STR	121	0	45
585	Oc076	PizzicatoStr	STR	121	0	46
586	Oc077	Strings	STR	121	0	49
587	Oc078	Orchestra	ORC	121	1	
588	Oc079	60s Strings	STR	121	2	
589	Oc080	Slow Strings	STR	121	0	50
590	Oc081	Syn.Strings1	STR	121	0	51
591	Oc082	Syn.Strings3	STR	121	1	
592	Oc083	OrchestraHit	HIT	121	0	56
593	Oc084	Bass Hit	HIT	121	1	
594	Oc085	6th Hit	HIT	121	2	
595	Oc086	Euro Hit	HIT	121	3	
596	Oc087	Fiddle	STR	121	0	111

[WORLD] Button

* Wr058–Wr118 are GM/GM2 tones.

No.		Tone Name	Category	MSB	LSB	PC
597	Wr001	Sitar on C	PLK	087	072	002
598	Wr002	JUNO Sitar 1	PLK	087	072	003
599	Wr003	JUNO Sitar 2	PLK	087	072	004
600	Wr004	Sitar Baby	PLK	087	072	005
601	Wr005	Neo Sitar	PLK	087	072	006
602	Wr006	SaraswatiRvr	PLK	087	072	007
603	Wr007	Teky Drop	PLK	087	072	008
604	Wr008	TroubadorEns	PLK	087	072	009
605	Wr009	Elec Sitar	PLK	087	072	010
606	Wr010	Pat is away	PLK	087	072	011
607	Wr011	Nice Kalimba	PLK	087	072	012
608	Wr012	Quiet River	PLK	087	072	013
609	Wr013	Aerial Harp	PLK	087	072	014
610	Wr014	Harpiness	PLK	087	072	015
611	Wr015	Skydiver	PLK	087	072	016
612	Wr016	Jamisen	PLK	087	072	017
613	Wr017	JUNO Koto	PLK	087	072	018
614	Wr018	Monsoon	PLK	087	072	019
615	Wr019	Bend Koto	PLK	087	072	020
616	Wr020	JUNO Banjo	FRT	087	072	021
617	Wr021	Pan Pipes	ETH	087	072	022
618	Wr022	Andes Mood	ETH	087	072	023
619	Wr023	LongDistance	ETH	087	072	024
620	Wr024	Ambi Shaku	ETH	087	072	025
621	Wr025	HimalayaPipe	ETH	087	072	026
622	Wr026	Ethnic Lead	ETH	087	072	027
623	Wr027	Lochscape	ETH	087	072	028
624	Wr028	PipeDream	ETH	087	072	029
625	Wr029	Angel Pipes	ETH	087	072	030
626	Wr030	Far East	ETH	087	072	031
627	Wr031	Wired Synth	ETH	087	072	032
628	Wr032	4DaCommonMan	ETH	087	072	033
629	Wr033	Orgaenia	ETH	087	072	034
630	Wr034	Sleeper	ETH	087	072	035
631	Wr035	Ice Palace	ETH	087	072	036
632	Wr036	Story Harp	ETH	087	072	037
633	Wr037	LostParadise	ETH	087	072	038

No.		Tone Name	Category	MSB	LSB	PC
634	Wr038	Timpani+Low	PRC	087	072	039
635	Wr039	Timpani Roll	PRC	087	072	040
636	Wr040	Bass Drum	PRC	087	072	041
637	Wr041	Ambidextrous	SFX	087	072	042
638	Wr042	En-co-re	SFX	087	072	043
639	Wr043	Mobile Phone	SFX	087	072	044
640	Wr044	ElectroDisco	BTS	087	072	045
641	Wr045	Groove 007	BTS	087	072	046
642	Wr046	In Da Groove	BTS	087	072	047
643	Wr047	Sweet 80s	BTS	087	072	048
644	Wr048	Auto Trance2	BTS	087	072	049
645	Wr049	JUNO Pop	BTS	087	072	050
646	Wr050	Compusonic 1	BTS	087	072	051
647	Wr051	Compusonic 2	BTS	087	072	052
648	Wr052	Mix Drum 1	DRM	087	072	053
649	Wr053	Mix Drum 2	DRM	087	072	054
650	Wr054	Lounge Kit	CMB	087	072	055
651	Wr055	80s Combo	CMB	087	072	056
652	Wr056	Analog Days	CMB	087	072	057
653	Wr057	Techno Craft	CMB	087	072	058
654	Wr058	Santur	PLK	121	0	16
655	Wr059	Harp	PLK	121	0	47
656	Wr060	Yang Qin	PLK	121	1	
657	Wr061	Timpani	PRC	121	0	48
658	Wr062	Shakuhachi	ETH	121	0	78
659	Wr063	Sitar	PLK	121	0	105
660	Wr064	Sitar 2	PLK	121	1	
661	Wr065	Banjo	FRT	121	0	106
662	Wr066	Shamisen	PLK	121	0	107
663	Wr067	Koto	PLK	121	0	108
664	Wr068	Taisho Koto	PLK	121	1	
665	Wr069	Kalimba	PLK	121	0	109
666	Wr070	Bagpipe	ETH	121	0	110
667	Wr071	Shanai	ETH	121	0	112
668	Wr072	Agogo	PRC	121	0	114
669	Wr073	Woodblock	PRC	121	0	116
670	Wr074	Castanets	PRC	121	1	
671	Wr075	Taiko	PRC	121	0	117
672	Wr076	Concert BD	PRC	121	1	
673	Wr077	Melo. Tom 1	PRC	121	0	118
674	Wr078	Melo. Tom 2	PRC	121	1	
675	Wr079	Synth Drum	PRC	121	0	119
676	Wr080	808 Tom	PRC	121	1	
677	Wr081	Elec Perc	PRC	121	2	
678	Wr082	Reverse Cym.	PRC	121	0	120
679	Wr083	Seashore	SFX	121	0	123
680	Wr084	Rain	SFX	121	1	
681	Wr085	Thunder	SFX	121	2	
682	Wr086	Wind	SFX	121	3	
683	Wr087	Stream	SFX	121	4	
684	Wr088	Bubble	SFX	121	5	
685	Wr089	Bird	SFX	121	0	124
686	Wr090	Dog	SFX	121	1	
687	Wr091	Horse-Gallop	SFX	121	2	
688	Wr092	Bird 2	SFX	121	3	
689	Wr093	Telephone 1	SFX	121	0	125
690	Wr094	Telephone 2	SFX	121	1	
691	Wr095	DoorCreaking	SFX	121	2	
692	Wr096	Door	SFX	121	3	
693	Wr097	Scratch	SFX	121	4	
694	Wr098	Wind Chimes	SFX	121	5	
695	Wr099	Helicopter	SFX	121	0	126
696	Wr100	Car-Engine	SFX	121	1	
697	Wr101	Car-Stop	SFX	121	2	
698	Wr102	Car-Pass	SFX	121	3	
699	Wr103	Car-Crash	SFX	121	4	

No.		Tone Name	Category	MSB	LSB	PC
700	Wr104	Siren	SFX	121	5	
701	Wr105	Train	SFX	121	6	
702	Wr106	Jetplane	SFX	121	7	
703	Wr107	Starship	SFX	121	8	
704	Wr108	Burst Noise	SFX	121	9	
705	Wr109	Applause	SFX	121	0	127
706	Wr110	Laughing	SFX	121	1	
707	Wr111	Screaming	SFX	121	2	
708	Wr112	Punch	SFX	121	3	
709	Wr113	Heart Beat	SFX	121	4	
710	Wr114	Footsteps	SFX	121	5	
711	Wr115	Gun Shot	SFX	121	0	128
712	Wr116	Machine Gun	SFX	121	1	
713	Wr117	Lasergun	SFX	121	2	
714	Wr118	Explosion	SFX	121	3	

[BRASS] Button

* Br077–Br110 are GM/GM2 tones.

No.		Tone Name	Category	MSB	LSB	PC
715	Br001	Bright Brass	BRS	087	067	095
716	Br002	BreakOut Brs	BRS	087	067	096
717	Br003	StackTp Sect	BRS	087	067	097
718	Br004	Tb Section	BRS	087	067	098
719	Br005	TpTb Sect.	BRS	087	067	099
720	Br006	Brass Sect 1	BRS	087	067	100
721	Br007	Brass Sect 2	BRS	087	067	101
722	Br008	Brass & Sax	BRS	087	067	102
723	Br009	Simple Tutti	BRS	087	067	103
724	Br010	Tpts & Tmbs	BRS	087	067	104
725	Br011	BrassPartOut	BRS	087	067	105
726	Br012	Full sForza	BRS	087	067	106
727	Br013	Stereo Brass	BRS	087	067	107
728	Br014	F.Horns Sect	BRS	087	067	108
729	Br015	Solo Tp	BRS	087	067	109
730	Br016	Ambi Tp	BRS	087	067	110
731	Br017	Horn Chops	BRS	087	067	111
732	Br018	Mute Tp	BRS	087	067	112
733	Br019	Harmon Mute	BRS	087	067	113
734	Br020	Soft Tb	BRS	087	067	114
735	Br021	Solo Tb	BRS	087	067	115
736	Br022	Solo Bone	BRS	087	067	116
737	Br023	Flugel Horn	BRS	087	067	117
738	Br024	Spit Flugel	BRS	087	067	118
739	Br025	XP Horn	BRS	087	067	119
740	Br026	Grande Tuba	BRS	087	067	120
741	Br027	JUNO Tuba	BRS	087	067	121
742	Br028	80s Brass 1	SBR	087	067	122
743	Br029	Wide Syn Brs	SBR	087	067	123
744	Br030	Poly Brass	SBR	087	067	124
745	Br031	JP8000 Brass	SBR	087	067	125
746	Br032	JUNO Brass	SBR	087	067	126
747	Br033	DetuneSawBrs	SBR	087	067	127
748	Br034	J-Pop Brass	SBR	087	067	128
749	Br035	80s Brass 2	SBR	087	068	001
750	Br036	80s Brass 3	SBR	087	068	002
751	Br037	80s Brass 4	SBR	087	068	003
752	Br038	80s Brass 5	SBR	087	068	004
753	Br039	Ana Brass	SBR	087	068	005
754	Br040	Soft Brass	SBR	087	068	006
755	Br041	Ox Brass	SBR	087	068	007
756	Br042	Syn Brass 1	SBR	087	068	008
757	Br043	Syn Brass 2	SBR	087	068	009
758	Br044	Xpand Brass1	SBR	087	068	010
759	Br045	Xpand Brass2	SBR	087	068	011
760	Br046	Super Saw	SBR	087	068	012

No.		Tone Name	Category	MSB	LSB	PC
761	Br047	SoftSynBrass	SBR	087	068	013
762	Br048	Windy Synth	SBR	087	068	014
763	Br049	Silky JP	SBR	087	068	015
764	Br050	Silk Brs Pad	SBR	087	068	016
765	Br051	X-Saw Brass	SBR	087	068	017
766	Br052	Cheesy Brass	SBR	087	068	018
767	Br053	Dual Saw Brs	SBR	087	068	019
768	Br054	JUNO-106 Brs	SBR	087	068	020
769	Br055	BreakOut Key	SBR	087	068	021
770	Br056	Stacked Brs	SBR	087	068	022
771	Br057	Sax Sect. 1	SAX	087	068	023
772	Br058	Sax Sect. 2	SAX	087	068	024
773	Br059	Horny Sax	SAX	087	068	025
774	Br060	JUNO Sop Sax	SAX	087	068	026
775	Br061	Solo Sop Sax	SAX	087	068	027
776	Br062	JUNO AltoSax	SAX	087	068	028
777	Br063	AltoLead Sax	SAX	087	068	029
778	Br064	FXM Alto Sax	SAX	087	068	030
779	Br065	XP TnrBrethy	SAX	087	068	031
780	Br066	JUNO Tnr Sax	SAX	087	068	032
781	Br067	Fat TenorSax	SAX	087	068	033
782	Br068	JUNO BariSax	SAX	087	068	034
783	Br069	JUNO Flute	FLT	087	068	035
784	Br070	JUNO Piccolo	FLT	087	068	036
785	Br071	Clarence.net	WND	087	068	037
786	Br072	JUNO Oboe	WND	087	068	038
787	Br073	JUNO E.Horn	WND	087	068	039
788	Br074	JUNO Bassoon	WND	087	068	040
789	Br075	Good Old Day	WND	087	068	041
790	Br076	WindWood	WND	087	068	042
791	Br077	Trumpet	BRS	121	0	57
792	Br078	Dark Trumpet	BRS	121	1	
793	Br079	Trombone	BRS	121	0	58
794	Br080	Trombone 2	BRS	121	1	
795	Br081	Bright Tb	BRS	121	2	
796	Br082	Tuba	BRS	121	0	59
797	Br083	MutedTrumpet	BRS	121	0	60
798	Br084	MuteTrumpet2	BRS	121	1	
799	Br085	French Horns	BRS	121	0	61
800	Br086	Fr.Horn 2	BRS	121	1	
801	Br087	Brass 1	BRS	121	0	62
802	Br088	Brass 2	BRS	121	1	
803	Br089	Synth Brass1	SBR	121	0	63
804	Br090	JP Brass	SBR	121	1	
805	Br091	Oct SynBrass	SBR	121	2	
806	Br092	Jump Brass	SBR	121	3	
807	Br093	Synth Brass2	SBR	121	0	64
808	Br094	SynBrass sfz	SBR	121	1	
809	Br095	Velo Brass 1	SBR	121	2	
810	Br096	Soprano Sax	SAX	121	0	65
811	Br097	Alto Sax	SAX	121	0	66
812	Br098	Tenor Sax	SAX	121	0	67
813	Br099	Baritone Sax	SAX	121	0	68
814	Br100	Oboe	WND	121	0	69
815	Br101	English Horn	WND	121	0	70
816	Br102	Bassoon	WND	121	0	71
817	Br103	Clarinet	WND	121	0	72
818	Br104	Piccolo	FLT	121	0	73
819	Br105	Flute	FLT	121	0	74
820	Br106	Recorder	FLT	121	0	75
821	Br107	Pan Flute	FLT	121	0	76
822	Br108	Bottle Blow	FLT	121	0	77
823	Br109	Whistle	FLT	121	0	79
824	Br110	Ocarina	FLT	121	0	80

[VOCAL/PAD] Button

* Vo143–Vo162 are GM/GM2 tones.

No.		Tone Name	Category	MSB	LSB	PC
825	Vo001	Jazz Scat	VOX	087	070	116
826	Vo002	Jazz Doos	VOX	087	070	117
827	Vo003	Choir Aahs 1	VOX	087	070	118
828	Vo004	Choir Aahs 2	VOX	087	070	119
829	Vo005	Choir Oohs	VOX	087	070	120
830	Vo006	AngelsChoir1	VOX	087	070	121
831	Vo007	AngelsChoir2	VOX	087	070	122
832	Vo008	Syn Opera	VOX	087	070	123
833	Vo009	Angelique	VOX	087	070	124
834	Vo010	Vox Pad 1	VOX	087	070	125
835	Vo011	Vox Pad 2	VOX	087	070	126
836	Vo012	Gospel Oohs	VOX	087	070	127
837	Vo013	Choir&Str	VOX	087	070	128
838	Vo014	SynVox 1	VOX	087	071	001
839	Vo015	SynVox 2	VOX	087	071	002
840	Vo016	Aah Vox	VOX	087	071	003
841	Vo017	Sweet Keys	VOX	087	071	004
842	Vo018	JUNO Synvox	VOX	087	071	005
843	Vo019	Uhmmm	VOX	087	071	006
844	Vo020	Morning Star	VOX	087	071	007
845	Vo021	BeautifulOne	VOX	087	071	008
846	Vo022	Ooze	VOX	087	071	009
847	Vo023	Aerial Choir	VOX	087	071	010
848	Vo024	3D Vox	VOX	087	071	011
849	Vo025	Sample Opera	VOX	087	071	012
850	Vo026	Film Cue	VOX	087	071	013
851	Vo027	Paradise	VOX	087	071	014
852	Vo028	Sad ceremony	VOX	087	071	015
853	Vo029	Lost Voices	VOX	087	071	016
854	Vo030	Beat Vox	VOX	087	071	017
855	Vo031	Talk 2 Me	VOX	087	071	018
856	Vo032	FM Vox	VOX	087	071	019
857	Vo033	Let's Talk!	VOX	087	071	020
858	Vo034	VOCODER Robt	VOX	087	071	021
859	Vo035	VOCODER Chr	VOX	087	071	022
860	Vo036	VOCODER Ens	VOX	087	071	023
861	Vo037	Cosmic Rays	BPD	087	071	024
862	Vo038	Phaser Pad 1	BPD	087	071	025
863	Vo039	PhaseStrings	BPD	087	071	026
864	Vo040	Super SynStr	BPD	087	071	027
865	Vo041	80s Str 1	BPD	087	071	028
866	Vo042	80s Str 2	BPD	087	071	029
867	Vo043	BreakOut Str	BPD	087	071	030
868	Vo044	Frends Syn	BPD	087	071	031
869	Vo045	Comb	BPD	087	071	032
870	Vo046	Voyager	BPD	087	071	033
871	Vo047	Stringship	BPD	087	071	034
872	Vo048	DarknessSide	BPD	087	071	035
873	Vo049	Fat Stacks	BPD	087	071	036
874	Vo050	Strings R Us	BPD	087	071	037
875	Vo051	Electric Pad	BPD	087	071	038
876	Vo052	Neo RS-202	BPD	087	071	039
877	Vo053	OB Rezo Pad	BPD	087	071	040
878	Vo054	Synthi Ens	BPD	087	071	041
879	Vo055	Giant Sweep	BPD	087	071	042
880	Vo056	Mod Dare	BPD	087	071	043
881	Vo057	Cell Space	BPD	087	071	044
882	Vo058	Digi-Swell	BPD	087	071	045
883	Vo059	New Year Day	BPD	087	071	046
884	Vo060	Polar Morn	BPD	087	071	047
885	Vo061	Distant Sun	BPD	087	071	048
886	Vo062	PG Chimes	BPD	087	071	049
887	Vo063	Saturn Rings	BPD	087	071	050

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No.		Tone Name	Category	MSB	LSB	PC
888	Vo064	Brusky	BPD	087	071	051
889	Vo065	2.2 Pad 1	BPD	087	071	052
890	Vo066	2.2 Pad 2	BPD	087	071	053
891	Vo067	2.2 Pad 3	BPD	087	071	054
892	Vo068	SaturnHolida	BPD	087	071	055
893	Vo069	Neuro-Drone	BPD	087	071	056
894	Vo070	In The Pass	BPD	087	071	057
895	Vo071	Polar Night	BPD	087	071	058
896	Vo072	Cell 5th	BPD	087	071	059
897	Vo073	MistOver5ths	BPD	087	071	060
898	Vo074	Gritty Pad	BPD	087	071	061
899	Vo075	India Garden	BPD	087	071	062
900	Vo076	BillionStars	BPD	087	071	063
901	Vo077	Sand Pad	BPD	087	071	064
902	Vo078	ReverseSweep	BPD	087	071	065
903	Vo079	HugeSoundMod	BPD	087	071	066
904	Vo080	Metal Swell	BPD	087	071	067
905	Vo081	NuSoundtrack	BPD	087	071	068
906	Vo082	Phat Strings	BPD	087	071	069
907	Vo083	Hollow	SPD	087	071	070
908	Vo084	Heaven Pad	SPD	087	071	071
909	Vo085	Soft OB Pad	SPD	087	071	072
910	Vo086	Reso Pad	SPD	087	071	073
911	Vo087	Slow Saw Str	SPD	087	071	074
912	Vo088	Terra Nostra	SPD	087	071	075
913	Vo089	Summer Pad	SPD	087	071	076
914	Vo090	Frends Pad	SPD	087	071	077
915	Vo091	Pop Pad	SPD	087	071	078
916	Vo092	Sqr Pad	SPD	087	071	079
917	Vo093	Silk Pad	SPD	087	071	080
918	Vo094	WarmReso Pad	SPD	087	071	081
919	Vo095	Soft Pad	SPD	087	071	082
920	Vo096	Air Pad	SPD	087	071	083
921	Vo097	Soft Breeze	SPD	087	071	084
922	Vo098	JP Strings 1	SPD	087	071	085
923	Vo099	JP Strings 2	SPD	087	071	086
924	Vo100	DelayStrings	SPD	087	071	087
925	Vo101	NorthStrings	SPD	087	071	088
926	Vo102	Syn Strings1	SPD	087	071	089
927	Vo103	Syn Strings2	SPD	087	071	090
928	Vo104	OB Strings 1	SPD	087	071	091
929	Vo105	OB Strings 2	SPD	087	071	092
930	Vo106	Strings Pad	SPD	087	071	093
931	Vo107	R&B SoftPad	SPD	087	071	094
932	Vo108	Phat Pad	SPD	087	071	095
933	Vo109	Phaser Pad 2	SPD	087	071	096
934	Vo110	Mystic Str	SPD	087	071	097
935	Vo111	Glass Organ	SPD	087	071	098
936	Vo112	Wind Pad	SPD	087	071	099
937	Vo113	Combination	SPD	087	071	100
938	Vo114	HumanKindnes	SPD	087	071	101
939	Vo115	Beauty Pad	SPD	087	071	102
940	Vo116	Atmospherics	SPD	087	071	103
941	Vo117	OB Aaahs	SPD	087	071	104
942	Vo118	Vulcano Pad	SPD	087	071	105
943	Vo119	Cloud #9	SPD	087	071	106
944	Vo120	Organic Pad	SPD	087	071	107
945	Vo121	Hum Pad	SPD	087	071	108
946	Vo122	Vox Pad	SPD	087	071	109
947	Vo123	Digital Aahs	SPD	087	071	110
948	Vo124	Tri 5th Pad	SPD	087	071	111
949	Vo125	Movin Pad	SPD	087	071	112
950	Vo126	Seq-Pad 2	SPD	087	071	113
951	Vo127	Follow	SPD	087	071	114
952	Vo128	Consolament	SPD	087	071	115
953	Vo129	Spacious Pad	SPD	087	071	116

No.		Tone Name	Category	MSB	LSB	PC
954	Vo130	JD Pop Pad	SPD	087	071	117
955	Vo131	JP-8 Phase	SPD	087	071	118
956	Vo132	Nu Epic Pad	SPD	087	071	119
957	Vo133	Flange Dream	SPD	087	071	120
958	Vo134	Evolution X	SPD	087	071	121
959	Vo135	Angelis Pad	SPD	087	071	122
960	Vo136	JUNO-106 Str	SPD	087	071	123
961	Vo137	JupiterMoves	SPD	087	071	124
962	Vo138	Oceanic Pad	SPD	087	071	125
963	Vo139	Fairy's Song	SPD	087	071	126
964	Vo140	Borealis	SPD	087	071	127
965	Vo141	JX Warm Pad	SPD	087	071	128
966	Vo142	Analog Bgrnd	SPD	087	072	001
967	Vo143	Syn.Strings2	SPD	121	0	52
968	Vo144	Choir Aahs	VOX	121	0	53
969	Vo145	Chorus Aahs	VOX	121	1	
970	Vo146	Voice Oohs	VOX	121	0	54
971	Vo147	Humming	VOX	121	1	
972	Vo148	SynVox	VOX	121	0	55
973	Vo149	Analog Voice	VOX	121	1	
974	Vo150	Warm Pad	SPD	121	0	90
975	Vo151	Sine Pad	SPD	121	1	
976	Vo152	Space Voice	VOX	121	0	92
977	Vo153	Itopia	VOX	121	1	
978	Vo154	Bowed Glass	SPD	121	0	93
979	Vo155	Metal Pad	BPD	121	0	94
980	Vo156	Halo Pad	BPD	121	0	95
981	Vo157	Sweep Pad	SPD	121	0	96
982	Vo158	Soundtrack	SPD	121	0	98
983	Vo159	Echo Drops	BPD	121	0	103
984	Vo160	Echo Bell	BPD	121	1	
985	Vo161	Echo Pan	BPD	121	2	
986	Vo162	Star Theme	BPD	121	0	104

[SYNTH] Button

* Sy330–Sy352 are GM/GM2 tones.

No.		Tone Name	Category	MSB	LSB	PC
987	Sy001	Porta Lead 1	HLD	087	068	043
988	Sy002	Porta Lead 2	HLD	087	068	044
989	Sy003	Solo Saw Ld	HLD	087	068	045
990	Sy004	Wind Syn Ld	HLD	087	068	046
991	Sy005	GR Lead 1	HLD	087	068	047
992	Sy006	Sync Lead	HLD	087	068	048
993	Sy007	JupiterLead1	HLD	087	068	049
994	Sy008	Alpha Spit 1	HLD	087	068	050
995	Sy009	Pro Fat Ld	HLD	087	068	051
996	Sy010	Saw Lead 1	HLD	087	068	052
997	Sy011	Saw Lead 2	HLD	087	068	053
998	Sy012	Saw Lead 3	HLD	087	068	054
999	Sy013	Saw Lead 4	HLD	087	068	055
1000	Sy014	Saw Lead 5	HLD	087	068	056
1001	Sy015	Saw Lead 6	HLD	087	068	057
1002	Sy016	JUNO Lead	HLD	087	068	058
1003	Sy017	Jump Poly	HLD	087	068	059
1004	Sy018	Octa Juice	HLD	087	068	060
1005	Sy019	Octa Saw	HLD	087	068	061
1006	Sy020	Octa Sync 1	HLD	087	068	062
1007	Sy021	Octa Sync 2	HLD	087	068	063
1008	Sy022	Hot Sync	HLD	087	068	064
1009	Sy023	Hot Coffee	HLD	087	068	065
1010	Sy024	Phase Lead	HLD	087	068	066
1011	Sy025	Waspy Lead 1	HLD	087	068	067
1012	Sy026	Follow Me 1	HLD	087	068	068
1013	Sy027	Follow Me 2	HLD	087	068	069
1014	Sy028	Classic Ld 1	HLD	087	068	070

No.		Tone Name	Category	MSB	LSB	PC
1015	Sy029	Classic Ld 2	HLD	087	068	071
1016	Sy030	Digi Lead 1	HLD	087	068	072
1017	Sy031	Digi Lead 2	HLD	087	068	073
1018	Sy032	DC Triangle	HLD	087	068	074
1019	Sy033	Sqr-Seqence	HLD	087	068	075
1020	Sy034	Pure Square	HLD	087	068	076
1021	Sy035	Griggley	HLD	087	068	077
1022	Sy036	Legato Saw	HLD	087	068	078
1023	Sy037	Dual Profs	HLD	087	068	079
1024	Sy038	Gwyo Press	HLD	087	068	080
1025	Sy039	Q DualSaws	HLD	087	068	081
1026	Sy040	Mogulator Ld	HLD	087	068	082
1027	Sy041	DirtyVoltage	HLD	087	068	083
1028	Sy042	Clean?	HLD	087	068	084
1029	Sy043	Distortion	HLD	087	068	085
1030	Sy044	Syn Lead 1	HLD	087	068	086
1031	Sy045	Syn Lead 2	HLD	087	068	087
1032	Sy046	X-Sink Delay	HLD	087	068	088
1033	Sy047	Destroyed Ld	HLD	087	068	089
1034	Sy048	Synchro Lead	HLD	087	068	090
1035	Sy049	Sync Tank	HLD	087	068	091
1036	Sy050	Sync Ld Mono	HLD	087	068	092
1037	Sy051	SyncModulate	HLD	087	068	093
1038	Sy052	2krazy Brite	HLD	087	068	094
1039	Sy053	Distorted MG	HLD	087	068	095
1040	Sy054	Dist Lead	HLD	087	068	096
1041	Sy055	Ringmod Lead	HLD	087	068	097
1042	Sy056	BodyElectric	HLD	087	068	098
1043	Sy057	SonicVampire	HLD	087	068	099
1044	Sy058	Stimulation	HLD	087	068	100
1045	Sy059	Wire Sync	HLD	087	068	101
1046	Sy060	Epic Lead	HLD	087	068	102
1047	Sy061	Bag Lead	HLD	087	068	103
1048	Sy062	Wezcoast	HLD	087	068	104
1049	Sy063	HyperJupiter	HLD	087	068	105
1050	Sy064	Vintagolizer	HLD	087	068	106
1051	Sy065	C64 Lead	HLD	087	068	107
1052	Sy066	303 NRG	HLD	087	068	108
1053	Sy067	Feat Lead	HLD	087	068	109
1054	Sy068	Cell SquLead	SLD	087	068	110
1055	Sy069	Theramax 1	SLD	087	068	111
1056	Sy070	Pulse Lead 1	SLD	087	068	112
1057	Sy071	Pulse Lead 2	SLD	087	068	113
1058	Sy072	Mid Saw Ld	SLD	087	068	114
1059	Sy073	On Air	SLD	087	068	115
1060	Sy074	Tri Lead 1	SLD	087	068	116
1061	Sy075	Tri Lead 2	SLD	087	068	117
1062	Sy076	Sine Lead 1	SLD	087	068	118
1063	Sy077	Sine Lead 2	SLD	087	068	119
1064	Sy078	Sqr Lead 1	SLD	087	068	120
1065	Sy079	Sqr Lead 2	SLD	087	068	121
1066	Sy080	SH Sqr Lead	SLD	087	068	122
1067	Sy081	Sinetific	SLD	087	068	123
1068	Sy082	JUNO Soft Ld	SLD	087	068	124
1069	Sy083	Spooky Lead	SLD	087	068	125
1070	Sy084	PeakArpSine	SLD	087	068	126
1071	Sy085	Howards Lead	SLD	087	068	127
1072	Sy086	SoloNzPeaker	SLD	087	068	128
1073	Sy087	R&B Tri Ld 1	SLD	087	069	001
1074	Sy088	R&B Tri Ld 2	SLD	087	069	002
1075	Sy089	JupiterLead2	SLD	087	069	003
1076	Sy090	JupiterLead3	SLD	087	069	004
1077	Sy091	Dig-n-Duke	SLD	087	069	005
1078	Sy092	Sqr Diamond	SLD	087	069	006
1079	Sy093	Soft Lead	SLD	087	069	007
1080	Sy094	Soft Saw Ld	SLD	087	069	008

No.		Tone Name	Category	MSB	LSB	PC
1081	Sy095	X-Pulse Lead	SLD	087	069	009
1082	Sy096	Mild 2-SawLd	SLD	087	069	010
1083	Sy097	Mew Lead	SLD	087	069	011
1084	Sy098	Shy Soloist	SLD	087	069	012
1085	Sy099	Theramax 2	SLD	087	069	013
1086	Sy100	Therasqu	SLD	087	069	014
1087	Sy101	GR Lead 2	SLD	087	069	015
1088	Sy102	SH-2 Lead	SLD	087	069	016
1089	Sy103	Jucy Saw	SLD	087	069	017
1090	Sy104	Reso Lead	SLD	087	069	018
1091	Sy105	Modulated Ld	SLD	087	069	019
1092	Sy106	Synthi Fizz	SLD	087	069	020
1093	Sy107	Waspy Lead 2	SLD	087	069	021
1094	Sy108	Pulstar Ld	SLD	087	069	022
1095	Sy109	Naked Lead	SLD	087	069	023
1096	Sy110	Alpha Spit 2	SLD	087	069	024
1097	Sy111	JP Saw Lead	SLD	087	069	025
1098	Sy112	Violin Lead	SLD	087	069	026
1099	Sy113	Mod Lead	SLD	087	069	027
1100	Sy114	Tristar	SLD	087	069	028
1101	Sy115	Chubby Lead	SLD	087	069	029
1102	Sy116	Sneaky Leady	SLD	087	069	030
1103	Sy117	Shaku Lead	SLD	087	069	031
1104	Sy118	Legato Tkno	SLD	087	069	032
1105	Sy119	Reso Saw Ld	SLD	087	069	033
1106	Sy120	SliCed Lead	SLD	087	069	034
1107	Sy121	Mini Growl	SLD	087	069	035
1108	Sy122	Evangelized	SLD	087	069	036
1109	Sy123	Air Lead	SLD	087	069	037
1110	Sy124	Stacc Heaven	SYN	087	069	038
1111	Sy125	Sugar Synth	SYN	087	069	039
1112	Sy126	Synth Key	SYN	087	069	040
1113	Sy127	Frontier Syn	SYN	087	069	041
1114	Sy128	Summer Str	SYN	087	069	042
1115	Sy129	JUNO Poly	SYN	087	069	043
1116	Sy130	SuperSawSlow	SYN	087	069	044
1117	Sy131	Cue Tip	SYN	087	069	045
1118	Sy132	Waspy Synth	SYN	087	069	046
1119	Sy133	Europe Xpres	SYN	087	069	047
1120	Sy134	Squeepy	SYN	087	069	048
1121	Sy135	DOC Stack	SYN	087	069	049
1122	Sy136	Sweep Lead	SYN	087	069	050
1123	Sy137	80s Saws 1	SYN	087	069	051
1124	Sy138	80s Saws 2	SYN	087	069	052
1125	Sy139	80s Saws 3	SYN	087	069	053
1126	Sy140	Digitaless	SYN	087	069	054
1127	Sy141	Flip Pad	SYN	087	069	055
1128	Sy142	Short Detune	SYN	087	069	056
1129	Sy143	forSequence	SYN	087	069	057
1130	Sy144	Memory Pluck	SYN	087	069	058
1131	Sy145	Metalic Bass	SYN	087	069	059
1132	Sy146	Aqua	SYN	087	069	060
1133	Sy147	Round SQR	SYN	087	069	061
1134	Sy148	Big Planet	SYN	087	069	062
1135	Sy149	Wet Atax	SYN	087	069	063
1136	Sy150	Houze Clavi	SYN	087	069	064
1137	Sy151	Saw Stack	SYN	087	069	065
1138	Sy152	Frgile Saws	SYN	087	069	066
1139	Sy153	Steamed Sawz	SYN	087	069	067
1140	Sy154	RAVtune	SYN	087	069	068
1141	Sy155	Bustranza	SYN	087	069	069
1142	Sy156	Digi Saw Syn	SYN	087	069	070
1143	Sy157	JP OctAttack	SYN	087	069	071
1144	Sy158	Oct Unison	SYN	087	069	072
1145	Sy159	Xtatic	SYN	087	069	073
1146	Sy160	Dirty Combo	SYN	087	069	074

No.		Tone Name	Category	MSB	LSB	PC	No.		Tone Name	Category	MSB	LSB	PC
1147	Sy161	FM's Attack	SYN	087	069	075	1213	Sy227	Morpher	TEK	087	070	013
1148	Sy162	Digi-vox Syn	SYN	087	069	076	1214	Sy228	Power Synth	TEK	087	070	014
1149	Sy163	Fairy Factor	SYN	087	069	077	1215	Sy229	Hoover Again	TEK	087	070	015
1150	Sy164	Tempest	SYN	087	069	078	1216	Sy230	Alpha Said..	TEK	087	070	016
1151	Sy165	X-Racer	SYN	087	069	079	1217	Sy231	Ravers Awake	TEK	087	070	017
1152	Sy166	TB Booster	SYN	087	069	080	1218	Sy232	Tekno Gargle	TEK	087	070	018
1153	Sy167	Syn-Orch/Mod	SYN	087	069	081	1219	Sy233	Tranceiver	TEK	087	070	019
1154	Sy168	Pressyn	SYN	087	069	082	1220	Sy234	Techno Dream	TEK	087	070	020
1155	Sy169	High Five	SYN	087	069	083	1221	Sy235	Techno Pizz	TEK	087	070	021
1156	Sy170	Magnetic 5th	SYN	087	069	084	1222	Sy236	VirtualHuman	PLS	087	070	022
1157	Sy171	DigimaX	SYN	087	069	085	1223	Sy237	Strobot	PLS	087	070	023
1158	Sy172	Exhale	SYN	087	069	086	1224	Sy238	Strobe	PLS	087	070	024
1159	Sy173	X-panda	SYN	087	069	087	1225	Sy239	Strobe X	PLS	087	070	025
1160	Sy174	Saw Keystep	SYN	087	069	088	1226	Sy240	Mr. Fourier	PLS	087	070	026
1161	Sy175	Blue Meanie	SYN	087	069	089	1227	Sy241	Rhythmic 5th	PLS	087	070	027
1162	Sy176	4mant Cycle	SYN	087	069	090	1228	Sy242	Sorry4theDLY	PLS	087	070	028
1163	Sy177	Modular	SYN	087	069	091	1229	Sy243	Cell Pad	PLS	087	070	029
1164	Sy178	Analog Dream	SYN	087	069	092	1230	Sy244	Shape of X	PLS	087	070	030
1165	Sy179	DCO Bell Pad	SYN	087	069	093	1231	Sy245	ShapeURMusic	PLS	087	070	031
1166	Sy180	Cell Fanta	SYN	087	069	094	1232	Sy246	Synth Force	PLS	087	070	032
1167	Sy181	JUNO 5th	SYN	087	069	095	1233	Sy247	Trance Split	PLS	087	070	033
1168	Sy182	DoubleBubble	SYN	087	069	096	1234	Sy248	Step Trance	PLS	087	070	034
1169	Sy183	JUNO-D Maj7	TEK	087	069	097	1235	Sy249	Chop Synth	PLS	087	070	035
1170	Sy184	Sweet House	TEK	087	069	098	1236	Sy250	Euro Teuro	PLS	087	070	036
1171	Sy185	Periscope	TEK	087	069	099	1237	Sy251	Auto Trance1	PLS	087	070	037
1172	Sy186	5th Voice	TEK	087	069	100	1238	Sy252	Eureggae	PLS	087	070	038
1173	Sy187	HPF Sweep	TEK	087	069	101	1239	Sy253	Beat Pad	PLS	087	070	039
1174	Sy188	BPF Saw	TEK	087	069	102	1240	Sy254	TMT Seq Pad	PLS	087	070	040
1175	Sy189	Moon Synth	TEK	087	069	103	1241	Sy255	ForYourBreak	PLS	087	070	041
1176	Sy190	DelyResoSaws	TEK	087	069	104	1242	Sy256	HPF Slicer	PLS	087	070	042
1177	Sy191	JUNO Trance1	TEK	087	069	105	1243	Sy257	Sliced Choir	PLS	087	070	043
1178	Sy192	Trancy Synth	TEK	087	069	106	1244	Sy258	Digi-Doo	PLS	087	070	044
1179	Sy193	Cell Trance	TEK	087	069	107	1245	Sy259	PanningFrmnt	PLS	087	070	045
1180	Sy194	Trancy X	TEK	087	069	108	1246	Sy260	Dirty Beat	PLS	087	070	046
1181	Sy195	JUNO Trance2	TEK	087	069	109	1247	Sy261	Electrons	PLS	087	070	047
1182	Sy196	R-Trance	TEK	087	069	110	1248	Sy262	Protons	PLS	087	070	048
1183	Sy197	Braatz...	TEK	087	069	111	1249	Sy263	Brisk Vortex	PLS	087	070	049
1184	Sy198	AllinOneRiff	TEK	087	069	112	1250	Sy264	Throbulax	PLS	087	070	050
1185	Sy199	YZ Again	TEK	087	069	113	1251	Sy265	Lonizer	PLS	087	070	051
1186	Sy200	Flazzy Lead	TEK	087	069	114	1252	Sy266	diGital Pad	PLS	087	070	052
1187	Sy201	Coffee Bee	TEK	087	069	115	1253	Sy267	StepPitShift	PLS	087	070	053
1188	Sy202	TB-Sequence	TEK	087	069	116	1254	Sy268	Pad Pulses	PLS	087	070	054
1189	Sy203	SC-303	TEK	087	069	117	1255	Sy269	Seq-Pad 1	PLS	087	070	055
1190	Sy204	Dance Saws	TEK	087	069	118	1256	Sy270	DSP Chaos	PLS	087	070	056
1191	Sy205	AluminmWires	TEK	087	069	119	1257	Sy271	Dance floor	PLS	087	070	057
1192	Sy206	Fred&Barney	TEK	087	069	120	1258	Sy272	Minor Thirds	PLS	087	070	058
1193	Sy207	Electrostars	TEK	087	069	121	1259	Sy273	FX World	PLS	087	070	059
1194	Sy208	LoFiSequence	TEK	087	069	122	1260	Sy274	Nu Trance X	PLS	087	070	060
1195	Sy209	MelodicDrums	TEK	087	069	123	1261	Sy275	Auto 5thSaws	PLS	087	070	061
1196	Sy210	Monkey Arpg	TEK	087	069	124	1262	Sy276	Cross Talk	PLS	087	070	062
1197	Sy211	TB Wah	TEK	087	069	125	1263	Sy277	Reanimation	PLS	087	070	063
1198	Sy212	Waving TB303	TEK	087	069	126	1264	Sy278	VoX Chopper	PLS	087	070	064
1199	Sy213	Digi Seq	TEK	087	069	127	1265	Sy279	Trevor's Pad	PLS	087	070	065
1200	Sy214	Seq Saw	TEK	087	069	128	1266	Sy280	Fantomas Pad	PLS	087	070	066
1201	Sy215	Reso Seq Saw	TEK	087	070	001	1267	Sy281	Jazzy Arps	PLS	087	070	067
1202	Sy216	DetuneSeqSaw	TEK	087	070	002	1268	Sy282	Keep Running	PLS	087	070	068
1203	Sy217	Technotribe	TEK	087	070	003	1269	Sy283	Step In	PLS	087	070	069
1204	Sy218	Teethy Grit	TEK	087	070	004	1270	Sy284	Echo Echo	PLS	087	070	070
1205	Sy219	Repertition	TEK	087	070	005	1271	Sy285	Keep going	PLS	087	070	071
1206	Sy220	Killerbeez	TEK	087	070	006	1272	Sy286	Arposphere	PLS	087	070	072
1207	Sy221	Acid Lead	TEK	087	070	007	1273	Sy287	Voco Riff	PLS	087	070	073
1208	Sy222	Tranceformer	TEK	087	070	008	1274	Sy288	Pulsator	PLS	087	070	074
1209	Sy223	Anadroid	TEK	087	070	009	1275	Sy289	Motion Bass	PLS	087	070	075
1210	Sy224	Shroomy	TEK	087	070	010	1276	Sy290	Sine Magic	PLS	087	070	076
1211	Sy225	Noize R us	TEK	087	070	011	1277	Sy291	JUNO-D Slice	PLS	087	070	077
1212	Sy226	Beep Melodie	TEK	087	070	012	1278	Sy292	Pulsatron	PLS	087	070	078

No.		Tone Name	Category	MSB	LSB	PC
1279	Sy293	Mega Sync	PLS	087	070	079
1280	Sy294	Passing by	FX	087	070	080
1281	Sy295	Lazer Points	FX	087	070	081
1282	Sy296	Retro Sci-Fi	FX	087	070	082
1283	Sy297	Magic Chime	FX	087	070	083
1284	Sy298	Try This!	FX	087	070	084
1285	Sy299	New Planetz	FX	087	070	085
1286	Sy300	Jet Noise	FX	087	070	086
1287	Sy301	Chaos 2003	FX	087	070	087
1288	Sy302	Control Room	FX	087	070	088
1289	Sy303	OutOf sortz	FX	087	070	089
1290	Sy304	Scatter	FX	087	070	090
1291	Sy305	Low Beat-S	FX	087	070	091
1292	Sy306	WaitnOutside	FX	087	070	092
1293	Sy307	Breath Echo	FX	087	070	093
1294	Sy308	SoundStrange	FX	087	070	094
1295	Sy309	Cosmic Pulse	FX	087	070	095
1296	Sy310	Faked Piano	FX	087	070	096
1297	Sy311	JUNO Crystal	FX	087	070	097
1298	Sy312	ResoSweep Dn	FX	087	070	098
1299	Sy313	Zap B3 & C4	FX	087	070	099
1300	Sy314	PolySweep Nz	FX	087	070	100
1301	Sy315	Strange Land	FX	087	070	101
1302	Sy316	S&H Voc	FX	087	070	102
1303	Sy317	12th Planet	FX	087	070	103
1304	Sy318	Scare	FX	087	070	104
1305	Sy319	Hillside	FX	087	070	105
1306	Sy320	Mod Scanner	FX	087	070	106
1307	Sy321	SoundOnSound	FX	087	070	107
1308	Sy322	Gasp	FX	087	070	108
1309	Sy323	ResoSweep Up	FX	087	070	109
1310	Sy324	Magic Wave	FX	087	070	110
1311	Sy325	Shangri-La	FX	087	070	111
1312	Sy326	CerealKiller	FX	087	070	112
1313	Sy327	Cosmic Drops	FX	087	070	113
1314	Sy328	Space Echo	FX	087	070	114
1315	Sy329	Robot Sci-Fi	FX	087	070	115
1316	Sy330	Square Wave	HLD	121	0	81
1317	Sy331	MG Square	HLD	121	1	
1318	Sy332	2600 Sine	HLD	121	2	
1319	Sy333	Saw Wave	HLD	121	0	82
1320	Sy334	OB2 Saw	HLD	121	1	
1321	Sy335	Doctor Solo	HLD	121	2	
1322	Sy336	Natural Lead	HLD	121	3	
1323	Sy337	SequencedSaw	HLD	121	4	
1324	Sy338	Syn.Calliope	SLD	121	0	83
1325	Sy339	Chiffer Lead	SLD	121	0	84
1326	Sy340	Charang	HLD	121	0	85
1327	Sy341	Wire Lead	HLD	121	1	
1328	Sy342	Solo Vox	SLD	121	0	86
1329	Sy343	5th Saw Wave	HLD	121	0	87
1330	Sy344	Bass & Lead	HLD	121	0	88
1331	Sy345	Delayed Lead	HLD	121	1	
1332	Sy346	Fantasia	SYN	121	0	89
1333	Sy347	Polysynth	SYN	121	0	91
1334	Sy348	Ice Rain	SYN	121	0	97
1335	Sy349	Brightness	SYN	121	0	101
1336	Sy350	Goblin	PLS	121	0	102
1337	Sy351	Breath Noise	FX	121	0	122
1338	Sy352	Fl.Key Click	FX	121	1	

Rhythm Set List

Rhythm Set

No.	Rhythm Name	MSB	LSB	PC
Rh001	Pop Kit 1	086	064	001
Rh002	Rock Kit	086	064	002
Rh003	Brush Jz Kit	086	064	003
Rh004	HipHop Kit	086	064	004
Rh005	R&B Kit	086	064	005
Rh006	Dance Kit 1	086	064	006
Rh007	Dance Kit 2	086	064	007
Rh008	Dance Kit 3	086	064	008
Rh009	Pop Kit 2	086	064	009
Rh010	Dance Kit 4	086	064	010
Rh011	Ambi Pop 1	086	064	011
Rh012	Ambi Rock	086	064	012
Rh013	Ambi BrushJz	086	064	013
Rh014	Ambi HipHop	086	064	014
Rh015	Ambi R&B	086	064	015
Rh016	Ambi Dance 1	086	064	016
Rh017	Ambi Dance 2	086	064	017
Rh018	Ambi Dance 3	086	064	018
Rh019	Ambi Pop 2	086	064	019
Rh020	Ambi Dance 4	086	064	020

GM Rhythm Set

No.	Rhythm Name	MSB	LSB	PC
Rh021	GM2 STANDARD	120	0	001
Rh022	GM2 ROOM	120	0	009
Rh023	GM2 POWER	120	0	017
Rh024	GM2 ELECTRIC	120	0	025
Rh025	GM2 ANALOG	120	0	026
Rh026	GM2 JAZZ	120	0	033
Rh027	GM2 BRUSH	120	0	041
Rh028	GM2 ORCHSTRA	120	0	049
Rh029	GM2 SFX	120	0	057

Note No.	001 Pop Kit 1	002 Rock Kit	003 Brush Jz Kit	004 HipHop Kit	005 R&B Kit
27	-----	-----	-----	-----	-----
28	-----	-----	-----	-----	-----
29	-----	-----	-----	-----	-----
30	-----	-----	-----	-----	-----
31	Kick1	Kick1	Kick1	Analog Kick1	Mix Kick1
32	Snare Ghost1	Snare Ghost1	Snare Ghost	Analog Kick2	Mix Kick2
33	Kick2	Kick2	Kick2	Mix Kick1	Mix Kick3
34	Pedal Hihat [M1]	Pedal Hihat [M1]	Pedal Hi-hat [M1]	Mix Kick2	Mix Kick4
35	Kick3	Power Kick1	Jazz Kick 1	Analog Kick3	Mix Kick5
36	Kick4	Power Kick2	Jazz Kick 2	Mix Kick3	Mix Kick6
37	Side Stick	Side Stick	Side Stick	TR808 Rim1	Soft Stick
38	Snare1	Power Snare1	Brush Slap1	Mix Snare1	Short Snare1
39	Snare Ghost2	Snare Ghost2	Jz Brsh Swsh	Mix Clap1	Mix Stick
40	Snare2	Power Snare2	Brush Slap2	Mix Snare2	Short Snare2
41	Low Tom1	Low Tom1	BrushLowTom	Mix Snare3	Short Snare3
42	Cl Hihat1 [M1]	Cl Hihat1 [M1]	Brush ClHH1 [M1]	TR808 ClHH [M1]	Cl Hihat1 [M1]
43	Low Tom2	Low Tom2	BrushMidTom1	Mix Snare4	Short Snare4
44	Cl Hihat2 [M1]	Cl Hihat2 [M1]	Brush ClHH2 [M1]	Noise ClHH [M1]	Cl Hihat2 [M1]
45	Mid Tom1	Mid Tom1	BrushMidTom2	Mix Snare5	Mix Snare1
46	Op Hihat [M1]	Op Hihat [M1]	Brush OpHH [M1]	TR808 OpHH [M1]	Op Hihat [M1]
47	Mid Tom2	Mid Tom2	BrushMidTom2	Mix Snare6	Mix Snare2
48	High Tom1	High Tom1	Brush HiTom	Syn Swt Atk1	Mix Snare3
49	CrashCymbal1	CrashCymbal1	CrashCymbal1	TR808 Cym1	TR808 Cym1
50	High Tom2	High Tom2	Brush HiTom	MG Attack	Mix Snare4
51	Ride Cymbal1	Ride Cymbal1	Ride Cymbal1	TR808 Cym2	TR808 Cym2
52	China Cymbal	China Cymbal	China Cymbal	China Cymbal	China Cymbal
53	Ride Cymbal2	Ride Cymbal2	Ride Cymbal2	Rock Rd Edge	Rock Rd Edge
54	Tambourine	Tambourine	Tambourine	Tambourine1	Tambourine1
55	SplashCymbal	SplashCymbal	SplashCymbal	Mix Crash1	Mix Crash1
56	Cowbell	Cowbell	Cowbell	Mix Hat	Mix Hat
57	CrashCymbal2	CrashCymbal2	CrashCymbal2	Mix Crash2	Mix Crash2
58	Vibraslap	Vibraslap	Vibraslap	Syn Swt Atk2	Syn Swt Atk
59	Ride Cymbal3	Ride Cymbal3	Ride Cymbal3	TR808 Kick1	TR808 Kick1
60	High Bongo1	High Bongo1	High Bongo	TR808 Kick2	TR808 Kick2
61	Low Bongo1	Low Bongo1	Low Bongo	TR808 Rim2	TR808 Rim
62	Conga Slap	Conga Slap	MtHigh Conga	TR808 Snare1	TR808 Snare1
63	OpenHi Conga	OpenHi Conga	OpHigh Conga	TR808 Clap1	TR808 Clap1
64	Low Conga1	Low Conga1	Low Conga	TR808 Snare2	TR808 Snare2
65	High Timbale	High Timbale	High Timbale	TR808 Tom1	TR808 Tom1
66	Low Timbale	Low Timbale	Low Timbale	TR808 ClHH [M1]	TR808 ClHH [M1]
67	High Agogo	High Agogo	High Agogo	TR808 Tom2	TR808 Tom2
68	Low Agogo	Low Agogo	Low Agogo	Noise ClHH [M1]	Noise ClHH [M1]
69	Cabasa	Cabasa	Cabasa	TR808 Tom3	TR808 Tom3
70	Maracas	Maracas	Maracas	TR808 OpHH [M1]	TR808 OpHH [M1]
71	ShortWhistle [M2]	ShortWhistle [M2]	Jazz Kick 1	TR808 Tom4	TR808 Tom4
72	Long Whistle [M2]	Long Whistle [M2]	Jazz Kick 2	TR808 Tom5	TR808 Tom5
73	Short Guiro [M3]	Short Guiro [M3]	Side Stick	Scratch1	Scratch1
74	Long Guiro [M3]	Long Guiro [M3]	Jazz Snare1	TR808 Tom6	TR808 Tom6
75	Claves	Claves	Sft Snr Gst	Scratch2	Scratch2
76	Hi WoodBlock	Hi WoodBlock	Jazz Snare2	Hand Clap1	Hand Clap1
77	LowWoodBlock	LowWoodBlock	Low Tom	Hand Clap2	Hand Clap2
78	Mute Cuica [M4]	Mute Cuica [M4]	Cl Hihat1 [M1]	TR808 Clap2	TR808 Clap2
79	Open Cuica [M4]	Open Cuica [M4]	Mid Tom1	Cabasa	Cabasa
80	MuteTriangle [M5]	MuteTriangle [M5]	Cl Hihat2 [M1]	Shaker1	Shaker1
81	OpenTriangle [M5]	OpenTriangle [M5]	Mid Tom2	Tambourine2	Tambourine2
82	Shaker	Shaker	Op Hihat [M1]	Shaker2	Shaker2
83	Castanet	Castanet	Mid Tom2	Castanet	Castanet
84	High Bongo2	High Bongo2	High Tom	High Bongo	High Bongo
85	MtHigh Conga	MtHigh Conga	CrashCymbal1	MtHigh Conga	MtHigh Conga
86	Low Bongo2	Low Bongo2	High Tom	Low Bongo1	Low Bongo1
87	Low Bongo3	Low Bongo3	Ride Cymbal1	Low Bongo2	Low Bongo2
88	Low Conga2	Low Conga2	China Cymbal	Op Low Conga	Op Low Conga
89	Low Tom3	Low Tom3	Low Tom3	Low Tom1	Low Tom1
90	Low Tom4	Low Tom4	Low Tom4	Low Tom2	Low Tom2
91	Mix Kick1	Mix Kick1	Claves	Mix Kick4	Mix Kick7
92	Mix Kick2	Mix Kick2	Hi WoodBlock	Mix Kick5	Mix Kick8
93	Mix Kick3	Mix Kick3	LowWoodBlock	TR909 Snare	Stream
94	Mix Kick4	Mix Kick4	MuteTriangle [M5]	Syn Burst Nz	Bubble
95	Mix Nz1	Mix Nz1	OpenTriangle [M5]	Digi Breath	Train
96	Mix Nz2	Mix Nz2	Shaker	Mix Breath	Wind Chime
97	Mix Nz3	Mix Nz3	Castanet	Wide Shaker	Syn Back Nz1
98	Wind Chime	Wind Chime	Wind Chime	JD Tuba Slap	Syn Back Nz2
99	Hand Clap1	Hand Clap1	Hand Clap 1	Hand Clap3	Hand Clap3
100	Hand Clap2	Hand Clap2	Hand Clap 2	Hand Clap4	Hand Clap4
101	-----	-----	-----	Door Creak	-----
102	-----	-----	-----	Vint.Phone	-----
103	-----	-----	-----	Polish Kick	-----

Note No.	006 Dance Kit 1	007 Dance Kit 2		008 Dance Kit 3		009 Pop Kit 2		010 Dance Kit 4	
27	-----	-----		-----		-----		-----	
28	TR808 Kick	SH32 Kick1		TR909 Kick1		-----		TR808 Kick	
29	Mix Kick1	TR909 Kick1		SH32 Kick1		-----		Mix Kick1	
30	Mix Snare1	AnalogSnare1		Snare Ghost1		-----		Mix Snare1	
31	Mix Kick2	Analog Kick1		Analog Kick		Kick1		Mix Kick2	
32	Mix Snare2	TR808 Snare		TR909 Snare1		Snare Ghost1		Mix Snare2	
33	Mix Kick3	SH32 Kick2		SH32 Kick2		Kick2		Mix Kick3	
34	Thin ClHH	Pedal Hihat	[M1]	Pedal Hihat	[M1]	Pedal Hihat	[M1]	Thin ClHH	
35	Mix Kick4	TR909 Kick2		TR909 Kick2		Kick3		Mix Kick4	
C2 36	Mix Kick5	Analog Kick2		TR909 Kick3		Kick4		Mix Kick5	
37	Mix Rim1	Synth Rim		TR808 Rim1		Side Stick		Mix Rim1	
38	Analog Snare	TR909 Snare		TR909 Snare2		Snare1		Mix Snare3	
39	TR808 Clap	TR808 Clap1		TR808 Clap		Snare Ghost2		TR808 Clap	
40	Mix Snare3	DistNz Snare		TR909 Snare3		Snare2		Mix Snare4	
41	Mix Tom1	Deep Tom1		TR808 Tom1		Low Tom1		Mix Tom1	
42	Mix ClHH1	TR808 ClHH	[M1]	Cl Hihat1	[M1]	Cl Hihat1	[M1]	Mix ClHH1	
43	Mix Tom2	Deep Tom1		TR808 Tom2		Low Tom2		Mix Tom2	
44	Mix ClHH2	TR606 OpHH	[M1]	Cl Hihat2	[M1]	Cl Hihat2	[M1]	Mix ClHH2	
45	Mix Tom3	Deep Tom2		TR808 Tom3		Mid Tom1		Mix Tom3	
46	Op Hihat	TR808 Cym1	[M1]	Op Hihat1	[M1]	Op Hihat	[M1]	Op Hihat	
47	Mix Tom3	Deep Tom2		TR808 Tom4		Mid Tom2		Mix Tom3	
C3 48	Mix Tom4	Deep Tom3		TR808 Tom5		High Tom1		Mix Tom4	
49	Crash Cymbal	TR808 OpHH		CrashCymbal1		CrashCymbal1		Crash Cymbal	
50	Mix Tom4	Deep Tom3		TR808 Tom6		High Tom2		Mix Tom4	
51	Rock Rd Edge	Wide Syn Cym		Ride Cymbal1		Ride Cymbal1		Rock Rd Edge	
52	China Cymbal	TR808 Cym2		Rock Chash		China Cymbal		China Cymbal	
53	Ride Cymbal	China Cym1		Ride Cup		Ride Cymbal2		Ride Cymbal	
54	Tambourine	Castanet		Tambourine1		Tambourine		Tambourine	
55	Rock Crash	TR808 Cym3		Syn Swt Atk1		SplashCymbal		Rock Crash	
56	Cowbell	Syn Cowbell		Agogo Noise		Cowbell		Cowbell	
57	Concert Cym	China Cym2		MG Zap1		CrashCymbal2		Concert Cym	
58	Vibraslap	Syn Swt Atk1		Syn Swt Atk2		Vibraslap		Vibraslap	
59	TR808 Cym	TR909 Kick3		TR909 Kick4		Ride Cymbal3		TR808 Cym	
C4 60	Bongo1	Analog Kick3		SH32 Kick3		High Bongo1		Bongo1	
61	Bongo2	Syn Stick		TR808 Rim2		Low Bongo1		Bongo2	
62	Bongo&Conga1	AnalogSnare2		TR808 Snare1		Conga Slap		Bongo&Conga1	
63	Conga	TR808 Clap2		TR808 Clap1		OpenHi Conga		Conga	
64	Bongo&Conga2	AnalogSnare3		Analog Snare		Low Conga1		Bongo&Conga2	
65	TR808 Conga	Shaker1		Mid Tom1		High Timbale		TR808 Conga	
66	Maracas	Syn ClHH1	[M1]	Noise ClHH	[M1]	Low Timbale		Maracas	
67	Shaker	Shaker2		Mid Tom2		High Agogo		Shaker	
68	Triangle1	Syn ClHH2	[M1]	Cl Hihat3	[M1]	Low Agogo		Triangle1	
69	Cabasa	Atmosphere1		Mid Tom3		Cabasa		Cabasa	
70	Guiro	Syn OpHH	[M1]	Op Hihat2	[M1]	Maracas		Guiro 1	
71	Street OpHH	Atmosphere2		Mid Tom4		ShortWhistle	[M2]	Street OpHH	
C5 72	Scratch	Atmosphere3		Mid Tom5		Long Whistle	[M2]	Scratch	
73	Mix Atk1	TR808 Cym4		Rock Crash2		Short Guiro	[M3]	Mix Atk1	
74	MG Zap	Atmosphere4		Mid Tom6		Long Guiro	[M3]	MG Zap	
75	Syn Swt Atk1	Mix Ride		SplashCymbal		Claves		Syn Swt Atk1	
76	Syn Swt Atk2	China Cym3		Rock Crash3		Hi WoodBlock		Syn Swt Atk2	
77	Cuica Low	Rock Rd Edge		Rock Rd Edge		LowWoodBlock		Cuica Low	
78	Triangle2	Syn Slap		Tambourine2		Mute Cuica	[M4]	Triangle2	
79	Triangle3	MG Zap1		Syn Swt Atk3		Open Cuica	[M4]	Triangle3	
80	Triangle4	SynVox Noise		Cowbell1		MuteTriangle	[M5]	Triangle4	
81	Mix Hit1	MG Zap2		Syn Swt Atk4		OpenTriangle	[M5]	Guiro 2	
82	Mix Hit2	Syn Swt Atk2		Cowbell2		Shaker		Mix Hit2	
83	Mix Hit3	MG Zap3		MG Zap2		Castanet		Mix Hit3	
C6 84	Wind Chime	808 Maracas		Low Bongo		High Bongo2		Wind Chime	
85	Timpani Roll	TR808 Claves		MtHigh Conga		MtHigh Conga		Timpani Roll	
86	Crotale	MuteTriangle	[M2]	Conga Slap		Low Bongo2		Crotale	
87	R8 Click	[M2]	OpenTriangle	[M2]	OpHigh Conga		Low Bongo3		R8 Click	[M2]
88	Metro Bell	[M2]	Mix Hit		Op Low Conga		Low Conga2		Metro Bell	[M2]
89	DR202 Beep 1	Scratch		High Timbale		Low Tom3		MC500 Beep 1	
90	DR202 Beep 2	Easy Gtr		Low Timbale		Low Tom4		MC500 Beep 2	
91	Sweep Down1	Syn Bel Atk		High Agogo		Mix Kick1		Sweep Down1	
92	Sweep Up	MG Attack		Low Agogo		Mix Kick2		Sweep Up	
93	Sweep Down2	SynSnareRoll		Cabasa		Mix Kick3		Sweep Down2	
94	Light Wood	Syn Burst Nz		Maracas		Mix Kick4		Light Wood	
95	Laser	White Noise		Short Guiro	[M2]	Mix Nz1		Laser	
C7 96	Low Atk	Polishing Nz		Long Guiro	[M2]	Mix Nz2		Low Atk	
97	Analog Kick	Long Guiro		Claves		Mix Nz3		Analog Kick	
98	Old Kick	Light Wood		LowWoodBlock		Wind Chime		Old Kick	
99	Mix Kick6	Light Box		Hi WoodBlock		Hand Clap1		Mix Kick6	
100	TR909 Snare	Syn Swt Atk3		MuteTriangle	[M3]	Hand Clap2		TR909 Snare	
101	TR808 Snare	Laugh		OpenTriangle	[M3]	-----		TR808 Snare	
102	Mix Snare4	Office Phone		Castanet		-----		Mix Snare5	
103	Mix Snare5	Polish Kick		Whistle		-----		Mix Snare6	

- - - - -:   no sound
[M]:   will not sound simultaneously with other percussion instruments of the same number

Note No.	011 Ambi Pop 1		012 Ambi Rock		013 Ambi BrushJz		014 Ambi HipHop		015 Ambi R&B	
27	-----		-----		-----		-----		-----	
28	-----		-----		-----		-----		-----	
29	-----		-----		-----		-----		-----	
30	-----		-----		-----		-----		-----	
31	Kick1		Kick1		Kick1		Analog Kick1		Mix Kick1	
32	Snare Ghost1		Snare Ghost1		Snare Ghost		Analog Kick2		Mix Kick2	
33	Kick2		Kick2		Kick2		Mix Kick1		Mix Kick3	
34	Pedal Hihat	[M1]	Pedal Hihat	[M1]	Pedal Hi-hat	[M1]	Mix Kick2		Mix Kick4	
35	Kick3		Power Kick1		Jazz Kick 1		Analog Kick3		Mix Kick5	
C2 36	Kick4		Power Kick2		Jazz Kick 2		Mix Kick3		Mix Kick6	
37	Side Stick		Side Stick		Side Stick		TR808 Rim1		Soft Stick	
38	Snare1		Power Snare1		Brush Slap1		Mix Snare1		Short Snare1	
39	Snare Ghost2		Snare Ghost2		Jz Brsh Swsh		Mix Clap1		Mix Stick	
40	Snare2		Power Snare2		Brush Slap2		Mix Snare2		Short Snare2	
41	Low Tom1		Low Tom1		BrushLowTom		Mix Snare3		Short Snare3	
42	Cl Hihat1	[M1]	Cl Hihat1	[M1]	Brush ClHH1	[M1]	TR808 ClHH	[M1]	Cl Hihat1	[M1]
43	Low Tom2		Low Tom2		BrushMidTom1		Mix Snare4		Short Snare4	
44	Cl Hihat2	[M1]	Cl Hihat2	[M1]	Brush ClHH2	[M1]	Noise ClHH	[M1]	Cl Hihat2	[M1]
45	Mid Tom1		Mid Tom1		BrushMidTom2		Mix Snare5		Mix Snare1	
46	Op Hihat	[M1]	Op Hihat	[M1]	Brush OpHH	[M1]	TR808 OpHH	[M1]	Op Hihat	[M1]
47	Mid Tom2		Mid Tom2		BrushMidTom2		Mix Snare6		Mix Snare2	
C3 48	High Tom1		High Tom1		Brush HiTom		Syn Swt Atk1		Mix Snare3	
49	CrashCymbal1		CrashCymbal1		CrashCymbal1		TR808 Cym1		TR808 Cym1	
50	High Tom2		High Tom2		Brush HiTom		MG Attack		Mix Snare4	
51	Ride Cymbal1		Ride Cymbal1		Ride Cymbal1		TR808 Cym2		TR808 Cym2	
52	China Cymbal		China Cymbal		China Cymbal		China Cymbal		China Cymbal	
53	Ride Cymbal2		Ride Cymbal2		Ride Cymbal2		Rock Rd Edge		Rock Rd Edge	
54	Tambourine		Tambourine		Tambourine		Tambourine1		Tambourine1	
55	SplashCymbal		SplashCymbal		SplashCymbal		Mix Crash1		Mix Crash1	
56	Cowbell		Cowbell		Cowbell		Mix Hat		Mix Hat	
57	CrashCymbal2		CrashCymbal2		CrashCymbal2		Mix Crash2		Mix Crash2	
58	Vibraslap		Vibraslap		Vibraslap		Syn Swt Atk2		Syn Swt Atk	
59	Ride Cymbal3		Ride Cymbal3		Ride Cymbal3		TR808 Kick1		TR808 Kick1	
C4 60	High Bongo1		High Bongo1		High Bongo		TR808 Kick2		TR808 Kick2	
61	Low Bongo1		Low Bongo1		Low Bongo		TR808 Rim2		TR808 Rim	
62	Conga Slap		Conga Slap		MtHigh Conga		TR808 Snare1		TR808 Snare1	
63	OpenHi Conga		OpenHi Conga		OpHigh Conga		TR808 Clap1		TR808 Clap1	
64	Low Conga1		Low Conga1		Low Conga		TR808 Snare2		TR808 Snare2	
65	High Timbale		High Timbale		High Timbale		TR808 Tom1		TR808 Tom1	
66	Low Timbale		Low Timbale		Low Timbale		TR808 ClHH	[M1]	TR808 ClHH	[M1]
67	High Agogo		High Agogo		High Agogo		TR808 Tom2		TR808 Tom2	
68	Low Agogo		Low Agogo		Low Agogo		Noise ClHH	[M1]	Noise ClHH	[M1]
69	Cabasa		Cabasa		Cabasa		TR808 Tom3		TR808 Tom3	
70	Maracas		Maracas		Maracas		TR808 OpHH	[M1]	TR808 OpHH	[M1]
71	ShortWhistle	[M2]	ShortWhistle	[M2]	Jazz Kick 1		TR808 Tom4		TR808 Tom4	
C5 72	Long Whistle	[M2]	Long Whistle	[M2]	Jazz Kick 2		TR808 Tom5		TR808 Tom5	
73	Short Guiro	[M3]	Short Guiro	[M3]	Side Stick		Scratch1		Scratch1	
74	Long Guiro	[M3]	Long Guiro	[M3]	Jazz Snare1		TR808 Tom6		TR808 Tom6	
75	Claves		Claves		Sft Snr Gst		Scratch2		Scratch2	
76	Hi WoodBlock		Hi WoodBlock		Jazz Snare2		Hand Clap1		Hand Clap1	
77	LowWoodBlock		LowWoodBlock		Low Tom		Hand Clap2		Hand Clap2	
78	Mute Cuica	[M4]	Mute Cuica	[M4]	Cl Hihat1	[M1]	TR808 Clap2		TR808 Clap2	
79	Open Cuica	[M4]	Open Cuica	[M4]	Mid Tom1		Cabasa		Cabasa	
80	MuteTriangle	[M5]	MuteTriangle	[M5]	Cl Hihat2	[M1]	Shaker1		Shaker1	
81	OpenTriangle	[M5]	OpenTriangle	[M5]	Mid Tom2		Tambourine2		Tambourine2	
82	Shaker		Shaker		Op Hihat	[M1]	Shaker2		Shaker2	
83	Castanet		Castanet		Mid Tom2		Castanet		Castanet	
C6 84	High Bongo2		High Bongo2		High Tom		High Bongo		High Bongo	
85	MtHigh Conga		MtHigh Conga		CrashCymbal1		MtHigh Conga		MtHigh Conga	
86	Low Bongo2		Low Bongo2		High Tom		Low Bongo1		Low Bongo1	
87	Low Bongo3		Low Bongo3		Ride Cymbal1		Low Bongo2		Low Bongo2	
88	Low Conga2		Low Conga2		China Cymbal		Op Low Conga		Op Low Conga	
89	Low Tom3		Low Tom3		Low Tom3		Low Tom1		Low Tom1	
90	Low Tom4		Low Tom4		Low Tom4		Low Tom2		Low Tom2	
91	Mix Kick1		Mix Kick1		Claves		Mix Kick4		Mix Kick7	
92	Mix Kick2		Mix Kick2		Hi WoodBlock		Mix Kick5		Mix Kick8	
93	Mix Kick3		Mix Kick3		LowWoodBlock		TR909 Snare		Stream	
94	Mix Kick4		Mix Kick4		MuteTriangle	[M5]	Syn Burst Nz		Bubble	
95	Mix Nz1		Mix Nz1		OpenTriangle	[M5]	Digi Breath		Train	
C7 96	Mix Nz2		Mix Nz2		Shaker		Mix Breath		Wind Chime	
97	Mix Nz3		Mix Nz3		Castanet		Wide Shaker		Syn Back Nz1	
98	Wind Chime		Wind Chime		Wind Chime		JD Tuba Slap		Syn Back Nz2	
99	Hand Clap1		Hand Clap1		Hand Clap 1		Hand Clap3		Hand Clap3	
100	Hand Clap2		Hand Clap2		Hand Clap 2		Hand Clap4		Hand Clap4	
101	-----		-----		-----		Door Creak		-----	
102	-----		-----		-----		Vint.Phone		-----	
103	-----		-----		-----		Polish Kick		-----	

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Rhythm Set List

Note No.	016 Ambi Dance 1	017 Ambi Dance 2	018 Ambi Dance 3	019 Ambi Pop 2	020 Ambi Dance 4
27	-----	-----	-----	-----	-----
28	TR808 Kick	SH32 Kick1	TR909 Kick1	-----	TR808 Kick
29	Mix Kick1	TR909 Kick1	SH32 Kick1	-----	Mix Kick1
30	Mix Snare1	AnalogSnare1	Snare Ghost1	-----	Mix Snare1
31	Mix Kick2	Analog Kick1	Analog Kick	Kick1	Mix Kick2
32	Mix Snare2	TR808 Snare	TR909 Snare1	Snare Ghost1	Mix Snare2
33	Mix Kick3	SH32 Kick2	SH32 Kick2	Kick2	Mix Kick3
34	Thin ClHH	Pedal Hihat [M1]	Pedal Hihat [M1]	Pedal Hihat [M1]	Thin ClHH
35	Mix Kick4	TR909 Kick2	TR909 Kick2	Kick3	Mix Kick4
C2 36	Mix Kick5	Analog Kick2	TR909 Kick3	Kick4	Mix Kick5
37	Mix Rim1	Synth Rim	TR808 Rim1	Side Stick	Mix Rim1
38	Analog Snare	TR909 Snare	TR909 Snare2	Snare1	Mix Snare3
39	TR808 Clap	TR808 Clap1	TR808 Clap	Snare Ghost2	TR808 Clap
40	Mix Snare3	DistNz Snare	TR909 Snare3	Snare2	Mix Snare4
41	Mix Tom1	Deep Tom1	TR808 Tom1	Low Tom1	Mix Tom1
42	Mix ClHH1	TR808 ClHH [M1]	Cl Hihat1 [M1]	Cl Hihat1 [M1]	Mix ClHH1
43	Mix Tom2	Deep Tom1	TR808 Tom2	Low Tom2	Mix Tom2
44	Mix ClHH2	TR606 OpHH [M1]	Cl Hihat2 [M1]	Cl Hihat2 [M1]	Mix ClHH2
45	Mix Tom3	Deep Tom2	TR808 Tom3	Mid Tom1	Mix Tom3
46	Op Hihat	TR808 Cym1 [M1]	Op Hihat1 [M1]	Op Hihat [M1]	Op Hihat
47	Mix Tom3	Deep Tom2	TR808 Tom4	Mid Tom2	Mix Tom3
C3 48	Mix Tom4	Deep Tom3	TR808 Tom5	High Tom1	Mix Tom4
49	Crash Cymbal	TR808 OpHH	CrashCymbal1	CrashCymbal1	Crash Cymbal
50	Mix Tom4	Deep Tom3	TR808 Tom6	High Tom2	Mix Tom4
51	Rock Rd Edge	Wide Syn Cym	Ride Cymbal1	Ride Cymbal1	Rock Rd Edge
52	China Cymbal	TR808 Cym2	Rock Chash	China Cymbal	China Cymbal
53	Ride Cymbal	China Cym1	Ride Cup	Ride Cymbal2	Ride Cymbal
54	Tambourine	Castanet	Tambourine1	Tambourine	Tambourine
55	Rock Crash	TR808 Cym3	Syn Swt Atk1	SplashCymbal	Rock Crash
56	Cowbell	Syn Cowbell	Agogo Noise	Cowbell	Cowbell
57	Concert Cym	China Cym2	MG Zap1	CrashCymbal2	Concert Cym
58	Vibraslap	Syn Swt Atk1	Syn Swt Atk2	Vibraslap	Vibraslap
59	TR808 Cym	TR909 Kick3	TR909 Kick4	Ride Cymbal3	TR808 Cym
C4 60	Bongo1	Analog Kick3	SH32 Kick3	High Bongo1	Bongo1
61	Bongo2	Syn Stick	TR808 Rim2	Low Bongo1	Bongo2
62	Bongo&Conga1	AnalogSnare2	TR808 Snare1	Conga Slap	Bongo&Conga1
63	Conga	TR808 Clap2	TR808 Clap1	OpenHi Conga	Conga
64	Bongo&Conga2	AnalogSnare3	Analog Snare	Low Conga1	Bongo&Conga2
65	TR808 Conga	Shaker1	Mid Tom1	High Timbale	TR808 Conga
66	Maracas	Syn ClHH1 [M1]	Noise ClHH [M1]	Low Timbale	Maracas
67	Shaker	Shaker2	Mid Tom2	High Agogo	Shaker
68	Triangle1	Syn ClHH2 [M1]	Cl Hihat3 [M1]	Low Agogo	Triangle1
69	Cabasa	Atmosphere1	Mid Tom3	Cabasa	Cabasa
70	Guiro	Syn OpHH [M1]	Op Hihat2 [M1]	Maracas	Guiro 1
71	Street OpHH	Atmosphere2	Mid Tom4	ShortWhistle [M2]	Street OpHH
C5 72	Scratch	Atmosphere3	Mid Tom5	Long Whistle [M2]	Scratch
73	Mix Atk1	TR808 Cym4	Rock Crash2	Short Guiro [M3]	Mix Atk1
74	MG Zap	Atmosphere4	Mid Tom6	Long Guiro [M3]	MG Zap
75	Syn Swt Atk1	Mix Ride	SplashCymbal	Claves	Syn Swt Atk1
76	Syn Swt Atk2	China Cym3	Rock Crash3	Hi WoodBlock	Syn Swt Atk2
77	Cuica Low	Rock Rd Edge	Rock Rd Edge	LowWoodBlock	Cuica Low
78	Triangle2	Syn Slap	Tambourine2	Mute Cuica [M4]	Triangle2
79	Triangle3	MG Zap1	Syn Swt Atk3	Open Cuica [M4]	Triangle3
80	Triangle4	SynVox Noise	Cowbell1	MuteTriangle [M5]	Triangle4
81	Mix Hit1	MG Zap2	Syn Swt Atk4	OpenTriangle [M5]	Guiro 2
82	Mix Hit2	Syn Swt Atk2	Cowbell2	Shaker	Mix Hit2
83	Mix Hit3	MG Zap3	MG Zap2	Castanet	Mix Hit3
C6 84	Wind Chime	808 Maracas	Low Bongo	High Bongo2	Wind Chime
85	Timpani Roll	TR808 Claves	MtHigh Conga	MtHigh Conga	Timpani Roll
86	Crotale	MuteTriangle [M2]	Conga Slap	Low Bongo2	Crotale
87	R8 Click [M2]	OpenTriangle [M2]	OpHigh Conga	Low Bongo3	R8 Click [M2]
88	Metro Bell [M2]	Mix Hit	Op Low Conga	Low Conga2	Metro Bell [M2]
89	DR202 Beep 1	Scratch	High Timbale	Low Tom3	MC500 Beep 1
90	DR202 Beep 2	Easy Gtr	Low Timbale	Low Tom4	MC500 Beep 2
91	Sweep Down1	Syn Bel Atk	High Agogo	Mix Kick1	Sweep Down1
92	Sweep Up	MG Attack	Low Agogo	Mix Kick2	Sweep Up
93	Sweep Down2	SynSnareRoll	Cabasa	Mix Kick3	Sweep Down2
94	Light Wood	Syn Burst Nz	Maracas	Mix Kick4	Light Wood
95	Laser	White Noise	Short Guiro [M2]	Mix Nz1	Laser
C7 96	Low Atk	Polishing Nz	Long Guiro [M2]	Mix Nz2	Low Atk
97	Analog Kick	Long Guiro	Claves	Mix Nz3	Analog Kick
98	Old Kick	Light Wood	LowWoodBlock	Wind Chime	Old Kick
99	Mix Kick6	Light Box	Hi WoodBlock	Hand Clap1	Mix Kick6
100	TR909 Snare	Syn Swt Atk3	MuteTriangle [M3]	Hand Clap2	TR909 Snare
101	TR808 Snare	Laugh	OpenTriangle [M3]	-----	TR808 Snare
102	Mix Snare4	Office Phone	Castanet	-----	Mix Snare5
103	Mix Snare5	Polish Kick	Whistle	-----	Mix Snare6

- - - - -:   no sound

[M]:   will not sound simultaneously with other percussion instruments of the same number

Note No.	021 GM2 STANDARD		022 GM2 ROOM		023 GM2 POWER		024 GM2 ELECTRIC		025 GM2 ANALOG	
27	High Q		High Q		High Q		High Q		High Q	
28	Slap		Slap		Slap		Slap		Slap	
29	Scratch Push	[M7]	Scratch Push	[M7]	Scratch Push	[M7]	Scratch Push	[M7]	Scratch Push	[M7]
30	Scratch Pull	[M7]	Scratch Pull	[M7]	Scratch Pull	[M7]	Scratch Pull	[M7]	Scratch Pull	[M7]
31	Sticks		Sticks		Sticks		Sticks		Sticks	
32	Square Click		Square Click		Square Click		Square Click		Square Click	
33	Metron Click		Metron Click		Metron Click		Metron Click		Metron Click	
34	Metron Bell		Metron Bell		Metron Bell		Metron Bell		Metron Bell	
35	Kick Drum 2		Kick Drum 2		Power Kick 2		Kick Drum 2		Kick Drum 2	
C2 36	Kick Drum 1		Kick Drum 1		Power Kick 1		Elec.Kick 1		Ana.Kick 1	
37	Side Stick		Side Stick		Side Stick		Side Stick		Ana.Rim Sho	
38	Aco.Snare		Aco.Snare		PowerSnareDr		E.SnareDrum1		Ana.Snare 1	
39	Hand Clap		Hand Clap		Hand Clap		Hand Clap		Hand Clap	
40	Elec.Snare		Elec.Snare		Elec.Snare		E.SnareDrum2		Elec.Snare	
41	Low Tom 2		Room LowTom2		PowerLowTom2		E.Low Tom 2		Ana.Low Tom2	
42	ClosedHi-hat	[M1]	ClosedHi-hat	[M1]	ClosedHi-hat	[M1]	ClosedHi-hat	[M1]	Ana.ClosedHH	[M1]
43	Low Tom 1		Room LowTom1		PowerLowTom1		E.Low Tom 1		Ana.Low Tom1	
44	Pedal Hi-hat	[M1]	Pedal Hi-hat	[M1]	Pedal Hi-hat	[M1]	Pedal Hi-hat	[M1]	Ana.ClosedHH	[M1]
45	Mid Tom 2		Room MidTom2		PowerMidTom2		E.Mid Tom 2		Ana.Mid Tom2	
46	Open Hi-hat	[M1]	Open Hi-hat	[M1]	Open Hi-hat	[M1]	Open Hi-hat	[M1]	Ana.Open HH	[M1]
47	Mid Tom 1		Room MidTom1		PowerMidTom1		E.Mid Tom 1		Ana.Mid Tom1	
C3 48	High Tom 2		Room Hi Tom2		Power HiTom2		E.Hi Tom 2		Ana.Hi Tom2	
49	CrashCymbal1		CrashCymbal1		CrashCymbal1		CrashCymbal1		Ana.Cymbal	
50	High Tom 1		Room Hi Tom1		Power HiTom1		E.Hi Tom 1		Ana.Hi Tom1	
51	Ride Cymbal1		Ride Cymbal1		Ride Cymbal1		Ride Cymbal1		Ride Cymbal1	
52	China Cymbal		China Cymbal		China Cymbal		Reverse Cym.		China Cymbal	
53	Ride Bell		Ride Bell		Ride Bell		Ride Bell		Ride Bell	
54	Tambourine		Tambourine		Tambourine		Tambourine		Tambourine	
55	SplashCymbal		SplashCymbal		SplashCymbal		SplashCymbal		SplashCymbal	
56	Cowbell		Cowbell		Cowbell		Cowbell		Ana.Cowbell	
57	CrashCymbal2		CrashCymbal2		CrashCymbal2		CrashCymbal2		CrashCymbal2	
58	Vibra-slap		Vibra-slap		Vibra-slap		Vibra-slap		Vibra-slap	
59	Ride Cymbal2		Ride Cymbal2		Ride Cymbal2		Ride Cymbal2		Ride Cymbal2	
C4 60	High Bongo		High Bongo		High Bongo		High Bongo		High Bongo	
61	Low Bongo		Low Bongo		Low Bongo		Low Bongo		Low Bongo	
62	MuteHi Conga		MuteHi Conga		MuteHi Conga		MuteHi Conga		Ana.Hi Conga	
63	OpenHi Conga		OpenHi Conga		OpenHi Conga		OpenHi Conga		Ana.MidConga	
64	Low Conga		Low Conga		Low Conga		Low Conga		Ana.LowConga	
65	High Timbale		High Timbale		High Timbale		High Timbale		High Timbale	
66	Low Timbale		Low Timbale		Low Timbale		Low Timbale		Low Timbale	
67	High Agogo		High Agogo		High Agogo		High Agogo		High Agogo	
68	Low Agogo		Low Agogo		Low Agogo		Low Agogo		Low Agogo	
69	Cabasa		Cabasa		Cabasa		Cabasa		Cabasa	
70	Maracas		Maracas		Maracas		Maracas		Ana.Maracas	
71	ShortWhistle	[M2]	ShortWhistle	[M2]	ShortWhistle	[M2]	ShortWhistle	[M2]	ShortWhistle	[M2]
C5 72	Long Whistle	[M2]	Long Whistle	[M2]	Long Whistle	[M2]	Long Whistle	[M2]	Long Whistle	[M2]
73	Short Guiro	[M3]	Short Guiro	[M3]	Short Guiro	[M3]	Short Guiro	[M3]	Short Guiro	[M3]
74	Long Guiro	[M3]	Long Guiro	[M3]	Long Guiro	[M3]	Long Guiro	[M3]	Long Guiro	[M3]
75	Claves		Claves		Claves		Claves		Ana.Claves	
76	Hi WoodBlock		Hi WoodBlock		Hi WoodBlock		Hi WoodBlock		Hi WoodBlock	
77	LowWoodBlock		LowWoodBlock		LowWoodBlock		LowWoodBlock		LowWoodBlock	
78	Mute Cuica	[M4]	Mute Cuica	[M4]	Mute Cuica	[M4]	Mute Cuica	[M4]	Mute Cuica	[M4]
79	Open Cuica	[M4]	Open Cuica	[M4]	Open Cuica	[M4]	Open Cuica	[M4]	Open Cuica	[M4]
80	MuteTriangle	[M5]	MuteTriangle	[M5]	MuteTriangle	[M5]	MuteTriangle	[M5]	MuteTriangle	[M5]
81	OpenTriangle	[M5]	OpenTriangle	[M5]	OpenTriangle	[M5]	OpenTriangle	[M5]	OpenTriangle	[M5]
82	Shaker		Shaker		Shaker		Shaker		Shaker	
83	Jingle Bell		Jingle Bell		Jingle Bell		Jingle Bell		Jingle Bell	
C6 84	Bell Tree		Bell Tree		Bell Tree		Bell Tree		Bell Tree	
85	Castanets		Castanets		Castanets		Castanets		Castanets	
86	Mute Surdo	[M6]	Mute Surdo	[M6]	Mute Surdo	[M6]	Mute Surdo	[M6]	Mute Surdo	[M6]
87	Open Surdo	[M6]	Open Surdo	[M6]	Open Surdo	[M6]	Open Surdo	[M6]	Open Surdo	[M6]
88	-----		-----		-----		-----		-----	
89	-----		-----		-----		-----		-----	
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C7 96	-----		-----		-----		-----		-----	
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102	-----		-----		-----		-----		-----	
103	-----		-----		-----		-----		-----	

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Note No.	026 GM2 JAZZ		027 GM2 BRUSH		028 GM2 ORCHSTRA		029 GM2 SFX	
27	High Q		High Q		ClosedHi-hat	[M1]	-----	
28	Slap		Slap		Pedal Hi-hat	[M1]	-----	
29	Scratch Push	[M7]	Scratch Push	[M7]	Open Hi-hat	[M1]	-----	
30	Scratch Pull	[M7]	Scratch Pull	[M7]	Ride Cymbal1		-----	
31	Sticks		Sticks		Sticks		-----	
32	Square Click		Square Click		Square Click		-----	
33	Metron Click		Metron Click		Metron Click		-----	
34	Metron Bell		Metron Bell		Metron Bell		-----	
35	Jazz Kick 2		Jazz Kick 2		Concert BD 2		-----	
C2 36	Jazz Kick 1		Jazz Kick 1		Concert BD 1		-----	
37	Side Stick		Side Stick		Side Stick		-----	
38	Aco.Snare		Brush Tap		Concert SD		-----	
39	Hand Clap		Brush Slap		Castanets		High Q	
40	Elec.Snare		Brush Swirl		Concert SD		Slap	
41	Low Tom 2		BrushLowTom2		Timpani F		Scratch Push	[M7]
42	ClosedHi-hat	[M1]	ClosedHi-hat	[M1]	Timpani F#		Scratch Pull	[M7]
43	Low Tom 1		BrushLowTom1		Timpani G		Sticks	
44	Pedal Hi-hat	[M1]	Pedal Hi-hat	[M1]	Timpani G#		Square Click	
45	Mid Tom 2		BrushMidTom2		Timpani A		Metron Click	
46	Open Hi-hat	[M1]	Open Hi-hat	[M1]	Timpani A#		Metron Bell	
47	Mid Tom 1		BrushMidTom1		Timpani B		GtFret Noise	
C3 48	High Tom 2		Brush HiTom2		Timpani c		Cut Noise Up	
49	CrashCymbal1		CrashCymbal1		Timpani c#		Cut Noise Dw	
50	High Tom 1		Brush HiTom1		Timpani d		Slap_St.Bass	
51	Ride Cymbal1		Ride Cymbal1		Timpani d#		Fl.Key Click	
52	China Cymbal		China Cymbal		Timpani e		Laughing	
53	Ride Bell		Ride Bell		Timpani f		Scream	
54	Tambourine		Tambourine		Tambourine		Punch	
55	SplashCymbal		SplashCymbal		SplashCymbal		Heart Beat	
56	Cowbell		Cowbell		Cowbell		Footsteps 1	
57	CrashCymbal2		CrashCymbal2		Concert Cym2		Footsteps 2	
58	Vibra-slap		Vibra-slap		Vibra-slap		Applause	
59	Ride Cymbal2		Ride Cymbal2		Concert Cym1		Door Creak	
C4 60	High Bongo		High Bongo		High Bongo		Door	
61	Low Bongo		Low Bongo		Low Bongo		Scratch	
62	MuteHi Conga		MuteHi Conga		MuteHi Conga		Wind Chimes	
63	OpenHi Conga		OpenHi Conga		OpenHi Conga		Car-Engine	
64	Low Conga		Low Conga		Low Conga		Car-Stop	
65	High Timbale		High Timbale		High Timbale		Car-Pass	
66	Low Timbale		Low Timbale		Low Timbale		Car-Crash	
67	High Agogo		High Agogo		High Agogo		Siren	
68	Low Agogo		Low Agogo		Low Agogo		Train	
69	Cabasa		Cabasa		Cabasa		Jetplane	
70	Maracas		Maracas		Maracas		Helicopter	
71	ShortWhistle	[M2]	ShortWhistle	[M2]	ShortWhistle	[M2]	Starship	
C5 72	Long Whistle	[M2]	Long Whistle	[M2]	Long Whistle	[M2]	Gun Shot	
73	Short Guiro	[M3]	Short Guiro	[M3]	Short Guiro	[M3]	Machine Gun	
74	Long Guiro	[M3]	Long Guiro	[M3]	Long Guiro	[M3]	Lasergun	
75	Claves		Claves		Claves		Explosion	
76	Hi WoodBlock		Hi WoodBlock		Hi WoodBlock		Dog	
77	LowWoodBlock		LowWoodBlock		LowWoodBlock		Horse-Gallop	
78	Mute Cuica	[M4]	Mute Cuica	[M4]	Mute Cuica	[M4]	Birds	
79	Open Cuica	[M4]	Open Cuica	[M4]	Open Cuica	[M4]	Rain	
80	MuteTriangle	[M5]	MuteTriangle	[M5]	MuteTriangle	[M5]	Thunder	
81	OpenTriangle	[M5]	OpenTriangle	[M5]	OpenTriangle	[M5]	Wind	
82	Shaker		Shaker		Shaker		Seashore	
83	Jingle Bell		Jingle Bell		Jingle Bell		Stream	
C6 84	Bell Tree		Bell Tree		Bell Tree		Bubble	
85	Castanets		Castanets		Castanets		-----	
86	Mute Surdo	[M6]	Mute Surdo	[M6]	Mute Surdo	[M6]	-----	
87	Open Surdo	[M6]	Open Surdo	[M6]	Open Surdo	[M6]	-----	
88	-----		-----		Applause		-----	
89	-----		-----		-----		-----	
90	-----		-----		-----		-----	
91	-----		-----		-----		-----	
92	-----		-----		-----		-----	
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C7 96	-----		-----		-----		-----	
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101	-----		-----		-----		-----	
102	-----		-----		-----		-----	
103	-----		-----		-----		-----	

- - - - -:   no sound
[M]:   will not sound simultaneously with other percussion instruments of the same number

Performance List

No	Name
1	Bass / Piano
2	Piano & Str
3	Big & Proud
4	Whale Pad
5	Dual Rotary
6	Mission Di
7	JUNO Di Lead
8	Choir Orche
9	Delicate
10	Asian Temple
11	The Leader
12	SolarEclipse
13	Proud Brass
14	Air Garden
15	Winter Bell
16	D-50Memories
17	Ambi Lead
18	Rock Organ
19	Notre-Dame
20	SuperSawStk
21	SatelliteGtr
22	Bright Pad
23	Pad/Sine Ld
24	Rock Unison
25	Super SynBrs
26	St Echo Lead
27	Flux Pad
28	Sweet Tekno
29	Twilight Pad
30	SonicVoyager
31	St Oct Lead
32	Personal Pad

No	Name
33	Eden Gardens
34	Space Tale
35	SeqBs/Sft Ld
36	Gtr Heaven
37	Concert Str
38	Dual D-50
39	Wstmin Abbey
40	Choir & Orch
41	World Lead
42	CrystalGrand
43	Orchestral
44	80s Stack
45	Grand Ocean
46	Baby's Hand
47	Leading D/A
48	Horizon
49	TripTo 80s
50	Blizzard
51	WoodyFlt Ld
52	3AM
53	Synchronize
54	Additive Pad
55	The Pipes
56	Space Walk
57	Tibet Pad
58	XyloSaw Ld
59	Jupiters
60	VOCODER+Bass
61	VOCODER+Orgn
62	VOCODER+Pad
63	Seq:Template
64	GM2 Template

Rhythm Pattern Group List

No.	Name	Recommended Rhythm Set
1	Pop 1	Pop Kit 2
2	Pop 2	Pop Kit 2
3	Pop 3	Pop Kit 1
4	Pop 4	Pop Kit 1
5	Pop 5	Pop Kit 1
6	Pop 6	Pop Kit 1
7	Pop 7	Pop Kit 1
8	Pop 8	Pop Kit 1
9	Pop 9	Pop Kit 2
10	Rock 1	Rock Kit
11	Rock 2	Rock Kit
12	Funk	Pop Kit 1
13	Fusion	Pop Kit 1
14	Jazz	Brush Jz Kit
15	Bossa	Pop Kit 1
16	Hip Hop	HipHop Kit
17	R&B	R&B Kit
18	Reggae	Dance Kit 1
19	Trance 1	Dance Kit 2
20	Trance 2	Dance Kit 4
21	House 1	Dance Kit 3
22	House 2	Dance Kit 1
23	Drum'n Bs	Dance Kit 1
24	Disco	Dance Kit 1

Chord Memory List

001. Pop 1

Assign Key	Chord Name	Constituent Notes of Chord Forms
C	Cadd9	C3, G3, D4, E4
C#	C#maj9	C#3, C4, D#4, F4
D	D-7	D3, F4, A3, C4
D#	D#maj7	D#3, A#3, D4, G4
E	Cadd9 (on E)	E3, C4, D4, G4
F	Fmaj9	F2, A3, E4, G4
F#	Dadd9 (on F#)	F#2, A3, D4, E4
G	Cadd9 (on G)	G2, D4, E4, G4
G#	F-6 (on Ab)	G#2, C4, D4, F4
A	F (on A)	A2, A3, C4, F4
A#	G- (on Bb)	A#2, A#3, D4, G4
B	G (on B)	B2, B3, D4, G4

002. Pop 2

Assign Key	Chord Name	Constituent Notes of Chord Forms
C	Cmaj9	C3, E3, B3, D4
C#	C#dim7	C#3, G3, A#3, E4
D	D-9	D3, F3, C4, E4
D#	D#dim7	D#3, A3, C4, F#4
E	E-7	E3, B3, D4, G4
F	Fmaj9	F3, A3, E4, G4
F#	F#-7 (b5)	F#3, A3, C4, E4
G	G7sus4 (9 13)	G2, A3, C4, F4
G#	G#dim7	G#2, B3, D4, F4
A	A-9	A2, B3, C4, G4
A#	C7(on Bb)	A#2, G3, C4, E4
B	B-7(b5)	B2, A3, D4, F4

003. Jazz 1

Assign Key	Chord Name	Constituent Notes of Chord Forms
C	C6 9	C3, E3, A3, D4
C#	C#7(#9)	C#3, F3, B3, E4
D	D-9	D3, F3, C4, E4
D#	D#7(#9)	D#3, G3, C#4, F#4
E	E#7(#9)	E3, G#3, D4, G4
F	Fmaj9	F3, A3, E4, G4
F#	F#7(#9)	F#3, A#3, E4, A4
G	G7(13)	G2, F3, B3, E4
G#	G#7(13)	G#2, F#3, C4, F4
A	A-7(11)	A2, G3, C4, D4
A#	Bb9	A#2, G#3, C4, D4
B	B-7(11)	B2, A3, D4, E4

004. Jazz 2

Assign Key	Chord Name	Constituent Notes of Chord Forms
C	C6 9	C3, E3, A3, D4
C#	C#9	C#3, F3, B3, D#4
D	D-9	D3, F3, C4, E4
D#	D#9	D#3, G3, C#4, F4
E	E-9	E3, G3, D4, F#4
F	F-9	F2, G#3, D#4, G4
F#	F#-7(b5)	F#2, A3, C4, E4
G	G7(b13)	G2, F3, B3, D#4
G#	G#7(13)	G#2, F#3, C4, F4
A	A7(b13)	A2, G3, C#4, F4
A#	Bb7(13)	A#2, G#3, D4, G4
B	B-7(11)	B2, A3, D4, E4

005. Jazz 3

Assign Key	Chord Name	Constituent Notes of Chord Forms
C	Cmaj9	C3, E3, G3, B3, D4
C#	Dbmaj7	C#3, F3, G#3, C4, D#4
D	Dmaj9	D3, F#3, A3, C#4, E4
D#	Ebmaj9	D#3, G3, A#3, D4, F4
E	Emaj9	E3, G#3, B3, D#4, F#4
F	Fmaj9	F3, A3, C4, E4, G4
F#	Gbmaj9	F#3, A#3, C#4, F4, G#4
G	Gmaj9	G3, B3, D4, F#4, A4
G#	Abmaj9	G#3, C4, D#4, G4, A#4
A	Amaj9	A3, C#4, E4, G#4, B4
A#	Bbmaj9	A#3, D4, F4, A4, C5
B	Bmaj9	B3, D#4, F#4, A#4, C#5

006. Blues

Assign Key	Chord Name	Constituent Notes of Chord Forms
C	C7(9)	C3, A#3, D4, E4
C#	C#7(9)	C#3, F3, B3, D#4
D	D7(9)	D3, F#3, C4, E4
D#	D#7(9)	D#3, G3, C#4, F4
E	E7(#9)	E3, G#3, D4, G4
F	F7(9)	F2, A3, D#4, G4
F#	F#dim7	F#2, A3, C4, D#4
G	G7(13)	G2, F3, B3, E4
G#	G#dim7	G#2, B3, D4, F4
A	A7(b13)	A2, G3, C#4, F4
A#	Bb7(13)	A#2, G#3, D4, G4
B	B-7(b5)	B2, A3, D4, F4

007. Trad Maj

Assign Key	Chord Name	Constituent Notes of Chord Forms
C	C	C3, E4, G4, C5
C#	C#dim7	C#3, E4, G4, A#4
D	D-	D3, D4, F4, A4
D#	D#dim7	D#3, F#4, A4, C5
E	E-	E3, E4, G4, B4
F	F	F3, F4, A4, C5
F#	F#-7(b5)	F#3, E4, A4, C5
G	G	G3, D4, G4, B4
G#	G#dim7	G#3, D4, F4, B4
A	A-	A2, E4, A4, C5
A#	Bb	A#2, D4, F4, A#4
B	Bdim	B2, D4, F4, B4

008. Trad Min 1

Assign Key	Chord Name	Constituent Notes of Chord Forms
C	C-	C3, D#4, G4, C5
C#	Db	C#3, C#4, F4, G#4
D	Ddim	D3, D4, F4, G#4
D#	Eb	D#3, D#4, G4, A#4
E	Edim7	E3, C#4, G4, A#4
F	F-	F2, C4, F4, G#4
F#	Gbdim7	F#2, C4, D#4, A4
G	G-	G2, A#3, D4, G4
G#	Ab	G#2, C4, D#4, G#4
A	A-7(b5)	A2, C4, D#4, G4
A#	Bb	A#2, D4, F4, A#4
B	Bdim7	B2, D4, F4, G#4

009. Trad Min 2

Assign Key	Chord Name	Constituent Notes of Chord Forms
C	C-	C3, D#4, G4, C5
C#	Db	C#3, C#4, F4, G#4
D	Ddim	D3, D4, F4, G#4
D#	Eaug	D#3, D#4, G4, B4
E	E-	E3, E4, G4, B4
F	F-	F2, C4, F4, G#4
F#	Gbdim7	F#2, C4, D#4, A4
G	G	G2, B3, D4, G4
G#	Ab	G#2, G#4, D#4, C4
A	A-7(b5)	A2, C4, D#4, G4
A#	Bb	A#2, D4, F4, A#4
B	Bdim	B2, D4, F4, B4

010. Pop Min 1

Assign Key	Chord Name	Constituent Notes of Chord Forms
C	C-add9	C3, D4, D#4, G4
C#	Dbmaj7	C#3, G#3, C4, F4
D	D-7(b5)	D3, C4, F4, G#4
D#	Ebmaj7	D#3, A#3, D4, G4
E	Edim7	E3, A#3, C#4, G4
F	F-7(9)	F2, G#3, D#4, G4
F#	Gbdim7	F#2, A3, C4, D#4
G	G-7	G2, A#3, D4, F4
G#	Abmaj7	G#2, C4, D#4, G4
A	A-7(b5)	A2, C4, D#4, G4
A#	Bb7sus4(9 13)	A#2, G#3, C4, D#4
B	Bdim7	B2, G#3, D4, F4

011. Pop Min 2

Assign Key	Chord Name	Constituent Notes of Chord Forms
C	C-add9	C3, D4, D#4, G4
C#	Eb7(on Db)	C#3, A#3, D#4, G4
D	D-7(b5)	D3, G#3, C4, F4
D#	Ebmaj7	D#3, A#3, D4, G4
E	Emaj7(9)	E3, G#3, D#4, F#4
F	F-7(9)	F2, G#3, D#4, G4
F#	Gbdim7	F#2, A3, C4, D#4
G	G7(b13)	G2, F3, B3, D#4
G#	Abmaj7	G#2, C4, D#4, G4
A	A-7(b5)	A2, C4, D#4, G4
A#	C-7(on Bb)	A#2, C4, D#4, G4
B	C-maj7(B)	B2, D4, D#4, G4

012. Jazz Min 1

Assign Key	Chord Name	Constituent Notes of Chord Forms
C	C-7(11)	C3, A#3, D#4, F4
C#	Db7(#9)	C#3, F3, B3, E4
D	D-7(b5)	D3, C4, F4, G#4
D#	Ebaug maj7	D#3, B3, D4, G4
E	E7(9)	E2, G#3, D4, F#4
F	F7(9)	F2, A3, D#4, G4
F#	Gbdim7	F#2, A3, C4, D#4
G	G7(#9)	G2, B3, F4, A#4
G#	Abmaj7(#11)	G#2, C4, D4, G4
A	A-7(b5)	A2, C4, D#4, G4
A#	Bb-7	A#2, G#3, C#4, F4
B	Bdim7	B2, G#3, D4, F4

013. Jazz Min 2

Assign Key	Chord Name	Constituent Notes of Chord Forms
C	C-7(9)	C3, D#3, A#3, D4
C#	Db7(9)	C#3, F3, B3, D#4
D	D-7(9)	D3, F3, C4, E4
D#	Eb7(9)	D#3, G3, C#4, F4
E	Emaj7(9)	E2, G#3, D#4, F#4
F	F-7(9)	F2, G#3, D#4, G4
F#	Gbdim7	F#2, A3, C4, D#4
G	G7(13)	G2, F3, B3, E4
G#	Ab-6	G#2, B3, D#4, F4
A	A-7(b5)	A2, C4, D#4, G4
A#	Bb-7	A#2, G#3, C#4, F4
B	B-7(b5)	B2, A3, D4, F4

014. Oct Stack

Assign Key	Chord Name	Constituent Notes of Chord Forms
C	---	C4, C5
C#	---	C#4, C#5
D	---	D4, D5
D#	---	D#4, D#5
E	---	E4, E5
F	---	F4, F5
F#	---	F#4, F#5
G	---	G4, G5
G#	---	G#4, G#5
A	---	A4, A5
A#	---	A#4, A#5
B	---	B4, B5

015. 4th Stack

Assign Key	Chord Name	Constituent Notes of Chord Forms
C	---	C4, F4
C#	---	C#4, F#4
D	---	D4, G4
D#	---	D#4, G#4
E	---	E4, A4
F	---	F4, A#4
F#	---	F#4, B4
G	---	G4, C5
G#	---	G#4, C#5
A	---	A4, D5
A#	---	A#4, D#5
B	---	B4, E5

016. 5th Stack

Assign Key	Chord Name	Constituent Notes of Chord Forms
C	---	C4, G4
C#	---	C#4, G#4
D	---	D4, A4
D#	---	D#4, A#4
E	---	E4, B4
F	---	F4, C5
F#	---	F#4, C#5
G	---	G4, D5
G#	---	G#4, D#5
A	---	A4, E5
A#	---	A#4, F5
B	---	B4, F#5

017. Scale Set

Assign Key	Chord Name	Constituent Notes of Chord Forms
C	Major Scale	C4, D4, E4, F4, G4, A4, B4
C#	Major Pentatonic Scale	C4, D4, E4, G4, A4,
D	Minor Scale	C4, D4, D#4, F4, G4, G#4, A#4
D#	Harmonic Minor Scale	C4, D4, D#4, F4, G4, G#4, B4
E	Melodic Minor Scale	C4, D4, D#4, F4, G4, A4, B4
F	Whole Tone Scale	C4, D4, E4, F#4, G#4, A#4
F#	Blue note Scale	C4, D#4, F4, F#4, G4, A#4
G	Japanese Minor	C4, C#4, F4, G4, A#4
G#	Ryukyu Scale	C4, E4, F4, G4, B4
A	Bari Scale	C4, C#4, D#4, G4, G#4
A#	Spanish Scale	C4, C#4, E4, F4, G4, G#4, A#4
B	Gypsy Scale	C4, C#4, E4, F4, G4, G#4, B4

*   To change the key of a chord set, change the value for "KEY" in the "CHORD MEMORY" screen (p. 69).
    The illustration below shows how to determine the key of the song from the key signature (the number of ♯ and ♭ symbols).

		Date : April 1, 2009

MIDI Implementation Chart

Model JUNO-Di — Date : April 1, 2009 — Version : 1.00

Function...		Transmitted	Recognized	Remarks
Basic Channel	Default	1–16	1–16	
	Changed	1–16	1–16	Memorized
Mode	Default	Mode 3	Mode 3	
	Messages	Mono, Poly	Mode 3, 4 (M = 1)	* 2
	Altered	**************		
Note Number :		0–127	0–127	
	True Voice	**************	0–127	
Velocity	Note On	O	O	
	Note Off	O	O	
After Touch	Key's	X	O *1	
	Channel's	O	O *1	
Pitch Bend		O	O *1	
Control Change	0, 32	O	O *1	Bank select
	1	O	O *1	Modulation
	2	O	O	Breath type
	4	O	O	Foot type
	5	O	O	Portamento time
	6, 38	O	O	Data entry
	7	O	O *1	Volume
	8	O	X	Balance
	10	O	O *1	Panpot
	11	O	O *1	Expression
	16	O	X	General purpose controller 1
	17	O	X	General purpose controller 2
	18	O	X	General purpose controller 3
	19	O	X	General purpose controller 4
	64	O	O *1	Hold 1
	65	O	O	Portamento
	66	O	O	Sostenuto
	67	O	O	Soft
	68	O	O	Legato foot switch
	69	O	O	Hold 2
	70	O	X	Sound variation
	71	O	O	Resonance
	72	O	O	Release time
	73	O	O	Attack time
	74	O	O	Cutoff
	75	O	O	Decay time
	76	O	O	Vibrato rate
	77	O	O	Vibrato depth
	78	O	O	Vibrato delay
	80	O	O (Tone 1 Level)	General purpose controller 5
	81	O	O (Tone 2 Level)	General purpose controller 6
	82	O	O (Tone 3 Level)	General purpose controller 7
	83	O	O (Tone 4 Level)	General purpose controller 8
	84	O	O	Portamento control
	91	O	O (Reverb)	General purpose effects 1
	92	O	X	Tremolo
	93	O	O (Chorus)	General purpose effects 3
	94	O	X	Celeste
	95	O	X	Phaser
	98, 99	O	X	NRPN LSB, MSB
	100, 101	X	O	RPN LSB, MSB
Program Change		O	O *1	
	: True Number	**************	0–127	Program No. 1–128
System Exclusive		O	O	
System Common	: Song Position	X	X	
	: Song Select	X	X	
	: Tune Request	X	X	
System Real Time	: Clock	X	O	
	: Commands	X	O	
Aux Messages	: All Sound Off	O	O	
	: Reset All Controllers	X	O	
	: Local On/Off	X	X	
	: All Notes Off	X	O (123–127)	
	: Active Sensing	O	O	
	: System Reset	X	X	
Notes		* 1 Switchable between O and X when using "JUNO-Di Editor."		
		* 2 Recognized as M=1 even if M≠1.		

Mode 1 : OMNI ON, POLY   Mode 2 : OMNI ON, MONO   O : Yes
Mode 3 : OMNI OFF, POLY   Mode 4 : OMNI OFF, MONO   X : No

Specifications

JUNO-Di: Synthesizer Keyboard (Conforms to General MIDI 2 System)

Keyboard	
61 keys (with velocity)	

Sound Generator Section	
Maximum Polyphony	128 voices
Parts	16 parts
Wave Memory	64 M bytes (16-bit linear equivalent)
Preset Memory	Patches: 1082 + 256 (GM2) Rhythm Sets: 20 + 9 (GM2) Performances: 64
User Memory	Patches: 128 Rhythm Sets: 8 Performances: 64 Favorites: 100
Effects	Multi-Effects: 3 systems, 79 types Chorus: 3 types Reverb: 5 types Mic Input Reverb: 8 types

SMF/Audio File Player Section	
File Format	Standard MIDI File: format-0/1 Audio File: WAV, AIFF, MP3

Others	
Rhythm Pattern	Preset: 24 groups x 6
Arpeggiator	Preset: 128
Chord Memory	Preset: 17
Controllers	D Beam Controller Pitch Bend/Modulation Lever Sound Modify Knob x 5
Display	18 characters 1 line + 20 characters 2 lines custom LCD (with backlit)
External Storage Device	USB Memory (supports USB 2.0 Hi-Speed Flash Memory)
Connectors	Output Jacks (L/MONO, R): 1/4 inch phone type Headphone Jack: Stereo 1/4 inch phone type Mic Input Jack: 1/4 inch phone type EXT INPUT Jack: Stereo miniature phone type Hold Pedal Jack MIDI Connectors (IN, OUT) USB COMPUTER Connector (supports USB MIDI)
Power Supply	DC 9 V: AC Adaptor or Ni-MH AA SIZE Rechargeable Battery (optional) x 8
Current Draw	600 mA * Battery life for continuous use (differs depending on the conditions of use) Rechargeable nickel metal hydride batteries: approximately 5 hours (approximately 4 hours if USB memory is connected) * Carbon-zinc or alkaline batteries cannot be used
Dimensions	1008 (W) x 300 (D) x 104 (H) mm 39-11/16 (W) x 11-13/16 (D) x 4-1/8 (H) inches
Weight	5.2 kg / 11 lbs 8 oz (excluding AC Adaptor)

Accessories	Owner's Manual CD-ROM (Sound Editor, Librarian, Playlist Editor, USB Driver) USB Memory Protector AC Adaptor (PSB-1U) Power Cord

* In the interest of product improvement, the specifications and/or appearance of this unit are subject to change without prior notice.

JUNO-Di Editor System Requirements

	Microsoft® Windows® XP Home Edition/ Professional
Operating System	Microsoft® Windows Vista® * This does not work with the 64-bit Edition of Windows®. * This does not work with the Windows® XP Media Center Edition.
CPU	Intel® Core™, Pentium® processor 1.5 GHz or higher
RAM	512 MB or more
Hard Disk	200 MB or more of free space
Display/Colors	1024 x 768 dots or higher/24 bit Full Color or more
Others	CD-ROM Drive USB port

Operating System	Mac OS X v10.4.3 or later
CPU	Intel® Core™/Xeon™, PowerPC G5
RAM	512 MB or more * For Mac OS X v10.5 or later, 1GB or more.
Hard Disk	200 MB or more of free space
Display/Colors	1024 x 768 dots or higher/16.7 million colors or more
Others	CD-ROM Drive USB port

* Although Roland has tested numerous configurations, and has determined that on average, a computer system similar to that described above will permit normal operation of the JUNO-Di Applications, Roland cannot guarantee that a given computer can be used satisfactorily with the JUNO-Di Applications based solely on the fact that it meets the above requirements. This is because there are too many other variables that may influence the processing environment, including differences in motherboard design and the particular combination of other devices involved.

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Shortcut List

You can access various editing screens by holding down the [SHIFT] button and pressing one of the buttons listed below.

What to do	Button	Screen	Page
Edit the settings without changing the D Beam controller's on/off status	[SHIFT]+[SOLO SYNTH]	D BEAM SOLO SYNTH screen	P.63
	[SHIFT]+[EXPRESSION]	D BEAM EXPRESSION screen	
	[SHIFT]+[ASSIGNABLE]	D BEAM ASSIGNABLE screen	
Specify the effect applied to the microphone	[SHIFT]+MIC IN [REVERB]	MIC IN SETTINGS screen (System settings)	P.76
Specify the split point (when Split is on)	[SHIFT]+[SPLIT]	SPLIT POINT screen	P.66
Edit the arpeggio settings without changing the arpeggiator's on/off status	[SHIFT]+[ARPEGGIO]	ARPEGGIO screen	P.67
Edit the chord memory settings without changing the chord memory's on/off status	[SHIFT]+[CHORD MEMORY]	CHORD MEMORY screen	P.69
Edit the tone settings (Patch edit)	[SHIFT]+[RHYTHM (0)]	PATCH EDIT screen	P.59
Adjust the volume of the rhythm set (Rhythm edit)		RHYTHM EDIT screen	P.60
Edit the MFX settings of the currently selected part when playing multiple tones (Effect edit)	[SHIFT]+[PIANO (1)]	MFX setting screen	P.61
Edit the chorus settings (Effect edit)	[SHIFT]+[KEYBOARD/ORGAN (2)]	CHORUS setting screen	
Edit the reverb settings (Effect edit)	[SHIFT]+[GUITAR/BASS (3)]	REVERB setting screen	
Adjust the volume of each part (Part edit)	[SHIFT]+[PERFORM (9)]	PART EDIT screen	P.60
View or delete favorites	[SHIFT]+FAVORITE [ON/OFF]	FAVORITE UTILITY screen	P.69
Make minus-one settings for SMF song playback	[SHIFT]+[C.CANCEL/MINUS ONE]	MINUS ONE screen (System settings)	P.76
Set the tempo	[SHIFT]+[TAP TEMPO]	SOUND screen "System Tempo" (System settings)	P.75
Adjust the song volume (when an SMF is selected)	[SHIFT]+[LEVEL]	SOUND screen "SMF Level" (System settings)	P.75
Adjust the song volume		SOUND screen "Audio Level" (System settings)	P.75
Turn off the display backlight	[SHIFT]+[EXIT]	–	P.21
Turn on the display backlight	[SHIFT]+[ENTER]	–	

Information

When you need repair service, call your nearest Roland Service Center or authorized Roland distributor in your country as shown below.

AFRICA

EGYPT
Al Fanny Trading Office
9, EBN Hagar Al Askalany Street,
ARD E1 Golf, Heliopolis,
Cairo 11341, EGYPT
TEL: (022)-417-1828

REUNION
Maison FO - YAM Marcel
25 Rue Jules Hermann,
Chaudron - BP79 97 491
Ste Clotilde Cedex,
REUNION ISLAND
TEL: (0262) 218-429

SOUTH AFRICA
T.O.M.S. Sound & Music (Pty)Ltd.
2 ASTRON ROAD DENVER
JOHANNESBURG ZA 2195,
SOUTH AFRICA
TEL: (011)417 3400

Paul Bothner(PTY)Ltd.
Royal Cape Park, Unit 24
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